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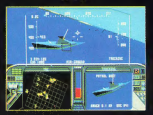

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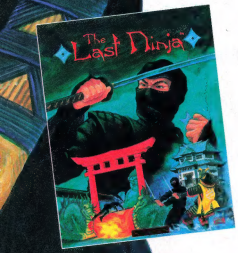

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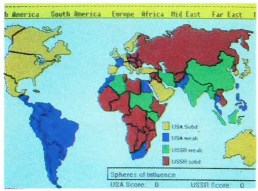

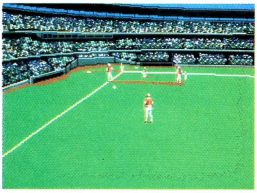

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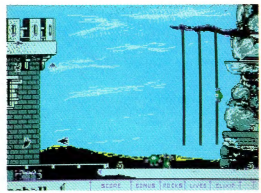

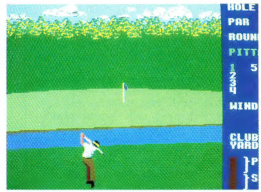

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The *Game Player's MS-DOS Strategy Guide* (ISSN-1041-5424) is published by Signal Research, Inc., P.O. Box 29364, Greensboro, NC 27429, USA. Newsstand distribution is handled by the Curtis Circulation Company.

Signal Research, Inc., publishes the *Game Player's Magazine* (tm), the magazine of video and computer gaming, plus special *Game Player's Guides* (tm). Corporate, editorial, and production offices are located in Greensboro, North Carolina, (919) 299-9902; FAX (919) 854-0963. Advertising sales and circulation offices are located in Ridgewood, New Jersey, (201) 670-7443; FAX (201) 670-1385. Dealer orders and inquiries should be directed to Customer Service at (919) 299-9902.

The Editors welcome company product information for all video and computer games. Such materials should be addressed to: Editor, The *Game Player's Guides*, P.O. Box 29364, Greensboro, NC 27429, USA. Overnight delivery parcels should be addressed to 300-A South Westgate Drive, Greensboro, NC 27407. Editorial telephone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

A publication of Signal Research, Inc. Robert C. Lock, Chairman and CEO; James A. Casella, President; Richard T. Mansfield, Executive Vice President; R. Selby Bateman, Group Vice President; Amy L. Pruette, Assistant to the Chairman.

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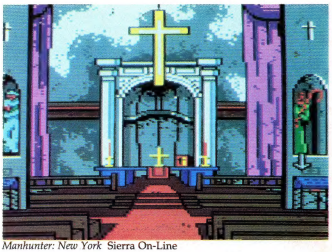
EDITOR'S NOTES: STRATEGICALLY SPEAKING

Before putting this first issue of the *Game Player's MS-DOS Strategy Guide* to bed, we spent a week at the 10th annual COMDEX, the Computer Dealer's Exposition, in Las Vegas. This semiannual computer show packs almost one hundred thousand computer industry people into Las Vegas to show off the latest hardware and software that's headed toward the market.

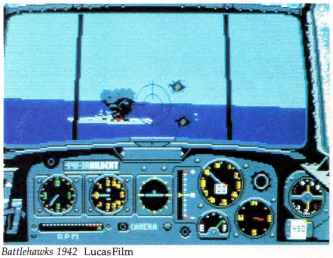
Computer game players would appreciate COMDEX. It *is* a business show, but it's also something of a huge arcade-action game with elements of fantasy role-playing, strategy, and adventure. Yet the environment is nothing if not Business with a capital "B." Normally, the closest any of the COMDEX crowd gets to electronic entertainment are the computerized slot machines that dot the casinos.

So we were interested in how these staid, conservative computer users would react to our *Game Player's Guides* amidst all the spreadsheets, OS/2 press releases, fax boards, and scanners that dominate the convention center and surrounding hotels.

The response was both gratifying and exciting. Based on the interest we received, the quantities of the *Guides* that were requested, and the level of



Manhunter: New York Sierra On-Line



Battlehawks 1942 LucasFilm

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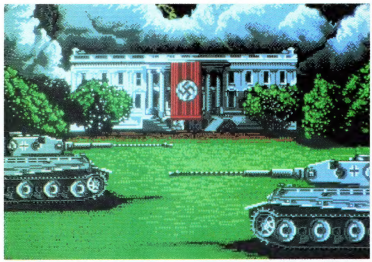
EDITOR'S NOTES (CONTINUED)

excitement exhibited by many of our contacts, game players were all over COMDEX. Suffice it to say that beneath the business suit of many a COMDEX attendee beats the heart of a computer game player itching to tackle anything from *Balance of Power* to *Zak McKracken*.

GAME PLAYER'S MAGAZINE

The response we received at COMDEX bodes well for our plans to offer an even more expanded variety of *Game Player's* guides. In addition to our new bimonthly MS-DOS computer game guide series, Signal Research is announcing a new bimonthly electronic gaming magazine that will cover the entire range of video and computer game systems.

Game Player's Magazine of Video and Computer Games will debut with the April/May issue, which should be available in late March. No matter what kind of videogame or computer game systems you use, you will find the latest information about all of the games being released; color screen shots to show you what the games look like; in-depth reviews and previews of new games; a game guide that will list more than one hundred recommended games; knowledgeable columnists who've been experts at gaming for years; and much, much more. Starting next fall, we plan to move the magazine's bimonthly format to a monthly frequency.



Rocket Ranger - Cinemaware

As new games enter the marketplace, they are increasingly arriving in multiple formats. A new electronic game might premiere on the MS-DOS, Apple II, Macintosh, and a couple of videogame systems all within several months of one another. For that reason, among others, it's important that game players get the latest information about what games are available, what machines they run on, and just how good they are. And that's the kind of information you'll receive in each issue of the new *Game Player's Magazine* as well as in the *Game Player's Guides* to MS-DOS computer games and our other guides to Nintendo and SEGA videogames.

GAME PLAYERS (AND WRITERS) WANTED

We're looking for a few good game players — gamers who have a desire not only to play the games, but also to let others know which computer games and videogames they like and why.

If you are interested in joining our panel of writers and reviewers, please drop us a letter telling us about your gaming and writing experience, what kinds of games you most enjoy, what game systems you own (e.g., MS-DOS, Nintendo, Amiga, Apple, etc.), and any samples of previous published writing you've done. Send the letters to: Writers and Reviewers; *Game Player's Magazine*; 300-A South Westgate Drive; Greensboro, NC 27407. (No telephone calls, please. We need your information in writing.)

We think you'll be pleased with the quality and the range of games we've included in this issue of the *Game Player's MS-DOS Strategy Guide*. There are so many entertainment packages out there today — and so many more coming each month — that almost no one can afford to buy even a small percentage of them. So our goal is to make sure that you have plenty of information about the games that you *do* decide to buy.

Enjoy this issue. As Holmes would say, "Come, Watson, come! The game is afoot."

Good gaming

Selby Bateman
Editorial Director

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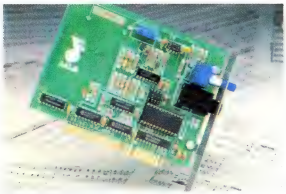
DREAMLIST 2.5.8 2-20-90

PC game players are always looking for more of a good thing. And that's what a growing crowd of game designers and hardware manufacturers are bringing to MS-DOS computers. Improved sound, richer graphics, more sophisticated game controllers, improved software design, and a new international flavor are all fueling the current boom in entertainment software for the PC.

These designers and manufacturers know that to keep PC game players interested, they can't rest on yesterday's successes. Innovation is the name of *this* game. And that means pushing the PC to new levels of game performance.



The Ad Lib Music card

SOUND IDEAS

Up to now, owners of MS-DOS computers who wanted to improve their machines' game-playing performance usually spent some additional money to upgrade their graphics from monochrome to color, or from CGA (color graphics adapter) to EGA (enhanced graphics adapter). And any serious gamer would add a game port and buy a joystick or two. That's still true, of course. Companies like Beeshu, CH Products, Epyx, Kraft, Suncom, Wico, and others make a variety of joysticks, with a growing selection of fancy features.

Until recently, graphics and game controllers were the most common upgrades PC game players sought. But as all game players know, a game without good sound effects and music lacks an important element of top-notch entertainment. The problem has been that PCs and compatibles were not originally made to be game machines, so the sound capabilities were left at little more than the beeper stage.

Now, several companies are addressing the sound and music potential of PCs with plug-in cards that can turn your kazoo-voiced computer into an electronic nightingale. IBM has an eight-voice music card, Roland offers its MT-32 music card, and Ad Lib is selling its 11-voice Personal Computer Music Synthesizer (PCMS) card. Roland's system, priced around $500, is definitely the top of the line. Meanwhile, Ad Lib has decided to offer a relatively low-priced music card system in the hope that it will become the game player's standard.

Although the Ad Lib PCMS card has a retail price of $195, the "street" price at some stores and mail-order houses, ranges between $125-150. It's a half-size plug-in card that fits under the hood of your PC. It plays up to 11 different instrument sounds at the same time, everything from drums to electric guitars to outrageous sound effects.

The new *King's Quest IV* game can be used with either the Roland or the Ad Lib music card, and the difference these cards make has to be heard to be believed. The list of entertainment software companies beginning to support the Ad Lib card is growing. Access, Activision, Electronic Arts, Epyx, LucasFilm, MicroProse, Origin Systems, Paragon, Taito, and other companies have either expressed an interest in developing software that can make use of the Ad Lib card, or are already creating games that will.

"Since the launching of *King's Quest IV*, not a week goes by without a few calls from (software) companies that want to have their games support our card," says Martin Prével, president of Ad Lib.

Ad Lib also offers an extensive array of software that can be bought with the card. Prével says that Ad Lib is interested in serving not only the growing game player's market, but also the creativity market — people who want to compose, edit, and have fun with music.

It's clear that while MS-DOS computers may not be born with much musical talent, Prével and others are making sure they have a chance to learn.

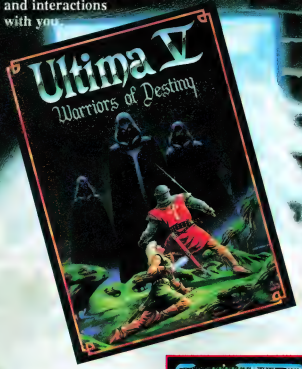
CONTINUED PAGE 14 ...

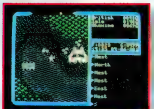
The wait is over...
but the excitement has just begun.

More than two years in the making, Warriors of Destiny sets the new standard for role-playing games. No other game can offer you as beautifully detailed a world or as exciting an adventure. Ultima V is the game for all role-playing gamers: Warriors of Destiny will enchant the novice and challenge the expert.

Highlights of Ultima V

- Powerful new combat and magic systems, increasing in sophistication as your skill increases.
- Over twice the graphic detail, animation and sound effects of earlier games.
- Hundreds of truly life-like people who can carry on complex conversations and interactions with you.





Screen displays shown from the Apple™. Others may vary. Allows the use of Ultima IV characters. No previous Ultima experience required.

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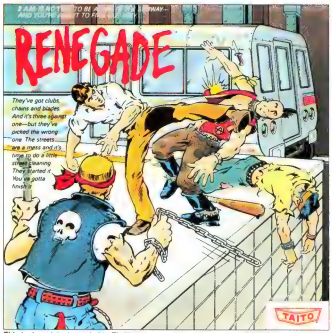
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THESE ARE TWO HUNGRY DINO-MIGHTS AND THEY'VE GOT BUBBLE FIGHTIN FUN DOWN TIGHT. You and your two brontosaurus buddies, Bub and Bob, are up to your brows in bubble trouble. You've got to battle battalions of butlet by blowing and bursting billions of bubbles. It's a fast-paced bubble banquet through 100 screens of slap-happy suds. Got an appetite for fun...then get blowin!
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CROSS POLLINATION

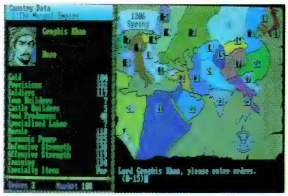
Another way your PC will change over the next year or so is more subtle than improved sound. We're in the midst of an increasing cultural exchange in the software games arena. Nothing sudden; nothing overpoweringly different. But more of an evolution that will continue to build in the coming years.

One example of what might be called a growing international cross pollination is *Tetris*, a habit-forming, pattern matching game that emerged from the Soviet Union. Spectrum Holobyte added some attractive graphics and a bit of music, but the concept, programming, and design came from two Russians at the USSR Academy of Scientists in Moscow.

Most American game developers might have rejected *Tetris* if it had come from an American game developer. After all, it's so simple and easy — it almost seems old-fashioned. But, partly because of the publicity value of the first computer game from the Soviet Union, *Tetris* got a chance to show itself to Americans. And the results are quite nice indeed.

Another outstanding example of this broadening cultural influence on game design is Koei Corporation, which in its first year introduced into the American market two popular Japanese strategy games that are excellent in their U.S. translations, *Romance of the Three Kingdoms* and *Nobunaga's Ambition*.

"The basic stumbling block," says Bill Swartz, Koei's marketing manager, "was that as these games first appeared in the original Japanese, they were historical simulations that were very vivid to the Japanese people. Obviously, only an incredibly small percentage of the American market would have knowledge of it." It's like introducing an American game that had to do with the battle of Gettysburg or the War of 1812 into the Japanese market.



Koei's new *Genghis Khan*

Not only did the Japanese games have to be translated and repackaged, they also had to be refocused and *explained* so they would mean something to Americans. The initial response to both of those games has proven that Koei has done its conversion job well. Now, Koei is introducing its third game into the American market, *Genghis Khan*, another historical and economic simulation that promises to be a winner.

"We have this cross pollination between Japan and America," Swartz says. "And I see it increasing in a few countries and in some parts of the entertainment area. We are seeing more European software, especially from France."

Simple and Easy

In the last analysis, however, what makes a game popular is whether the player finds it entertaining and exciting, says Brad Fregger, president of Publishing International, the company that markets the arcade-action maze game *Pharaoh's Revenge*.

Fregger, a director of entertainment software for a major computer game company before starting his own software house, virtually rescued *Pharaoh's Revenge* from oblivion because he believed in it. "It grabbed me like all good arcade products grab me. The IBM game market has skipped arcade-action games; there's been a dearth of those products."

The success of this addictive, yet simple and easy-to-play game has convinced him that even as computer games become more complex, more subtle, and bigger, that there is a place for simple games that are fun to play.

That's a tradition in the electronic game market that Fregger believes will always be important. "There are some things that will never go away."

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The latest multi-player multi-format PC game from Australia is different to all forms of Poker.

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Aussie JOKER POKER Contest Rules

1. No purchase necessary to enter.
2. Void where prohibited by state or federal law.
3. To enter, simply complete and return the the official entry form.
4. Limit five entries per family or household. Five free entry forms and full contest rules are included with "Aussie Joker Poker" or may be obtained by sending a stamped self-addressed envelope larger than 5½" × 7½" with a hand written request to: Aussie Joker Poker Contest Entry Forms, P.O. Box 22381, Gilroy, CA 95021-2381. Mail-in requests limited to one per name, household or family and must be received no later than 3/31/89. WA & VT residents need not include return postage. Full rules also available from participating Mindscape retailers.
5. Monthly entries must be received no later than the last day of the month in which a drawing will take place in order to participate in the month's drawing. Drawings will be held from December, 1988 through April 1989, inclusive. Final entries must be received by 4/30/89.
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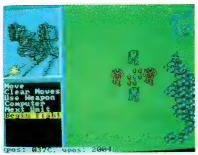
INFOCOM'S MASSIVE BATTLETECH



Battletech from Infocom.

Infocom has just released its long-awaited computer simulation of the popular game, *Battletech*. Billed as the largest computerized role-playing game yet designed, *Battletech* contains more than four million locations that can be visited during play. Detailed narration, elaborate graphics, intense action — this computerized version has them in abundance.

ACTION ENTRIES FROM BRODERBUND

Three very different action games are among new releases by **Broderbund** for MS-DOS computers. *Star Wars* is based on the LucasFilm motion picture. From the opening dogfight between Luke Skywalker and Empire TIE-fighters, the player is involved with familiar characters in exciting situations. The final goal is to be able to use the Force to destroy the Death Star.

In *Operation: CleanStreets*, you are Cleanup Harry, an undercover cop who must track down a wide assortment of thugs and defeat them in hand-to-hand combat. Harry moves through five game levels, and as he becomes stronger and more streetwise, so do the criminals.

Space Racer depicts gladiatorial games in the 25th century. As Earth's sole representative, you must race through three alien worlds, desperately trying to stay alive and to avoid, outwit, or destroy all opponents.

SSG REACHES FOR MORE STARS

Reach for the Stars, **Strategic Studies Group's** excellent game of space exploration and conflict, has appeared in its third — and greatly expanded — edition. The original game is here in its entirety, but so too is a completely new scenario, one with plenty of options for advanced play. The imaginative sweep and engrossing detail of this game have already captured the loyalty of a legion of fans — this new edition (distributed by **Electronic Arts**) should generate plenty of new addicts.

ARCADE-ACTION, SIMULATIONS FROM ACCOLADE

Among the new games just released by **Accolade** is *Rack 'Em*, which puts the neighborhood pool hall on your screen. You can play snooker, eight-ball, nine-ball, straight pool, and bumper ball; try one of the programmed classic shots, or design your own trick moves.

In a different sphere is *Apollo 18*, offering a simulation of Man's first flight to the moon. Each phase of an Apollo mission is reproduced from two perspectives — that of an astronaut, and that of a mission specialist.

For an exciting World War II adventure game, get on board *The Train*. The Nazis have loaded a priceless cargo into one of their trains — stolen French art treasures, including Monets, Renoirs, and Picassos. As a leader of the French Resistance, you have to capture the train before Hitler takes the art collection underground and it is lost forever.

Other new Accolade games include *Serve and Volley*, a tennis simulation with match or tournament play, and *Mini-Putt*, a miniature golf game with four different wacky courses.

MEDIEVAL ADVENTURE

Long ago there was a champion destined to become a knight. This man, Brandon, had to prove his worth, so he gathered a party of magicians, swordsmen, rangers, and thieves and set out looking for adventure. With **Omnitrend's** just-released *Paladin*, you will travel across deserts and through caves; fight trolls, zombies, and dragons; and search for 13 types of items. Your quest is complete if you rescue prisoners, obtain scrolls, and defeat your enemies.

F-105 COMBAT SIMULATOR

Ten actual missions flown by F-105 Thunderchiefs in Vietnam help *Thud Ridge: American Aces in 'Nam* stand out among flight simulators. The forty-mile stretch of Thud Ridge leading to Hanoi is protected by heavy airpower — MiGs and SAMs loaded down with heat-seeking missiles and radar-guided guns.

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D & D ARRIVES!

The first of the eagerly anticipated Dungeons & Dragons series, *Heroes of the Lance*, has just been released by **Strategic Simulations, Inc.** Based on the first Dragonlance module, "Dragons of Despair," the game has you guiding eight characters through the Xak Tsaroth temple to recover the platinum Disks of Mishakai.

Accolade's *The Train*.

NEW GRAVIS JOYSTICK AVAILABLE

Joysticks for MS-DOS computers often lack the grip handle and top fire button some players prefer for arcade-action games or flight simulators. The **Advanced Gravis** MK VI Analog Controller for IBM is a streamlined joystick with a fitted (not contoured) handle. The joystick also features an eight-position tension wheel and independently switchable fire buttons.

KONAMI OFFERS NEW COMPUTER TITLES

Konami, a leader in action games for the Nintendo Entertainment System and coin-op videogames, is releasing five games in IBM formats (also Commodore 64 and Amiga).

Ajax is an aerial combat game in which you pilot jets, tanks, and aircraft carriers to save the world. In *Castlevania*, you have to overcome goblins, wolves, bats, and other gremlins before meeting Count Dracula himself.

Vermin CaTaffy has invented a horrible weapon in *Metal Gear*, which you must find and destroy. You're armed with ripple lasers and plutonic missiles in *Lifeforce* in your battle to defeat the planet-eating alien Zelos. And four martial arts experts who happen to be amphibians take on evil in *Teenage Mutant Ninja Turtles*.

Dive Bomber from Epyx.

DOUBLE-DEALING WITH CORRUPTION

Magnetic Scrolls, the developers of *The Pawn* and *Jinxter*, have a new program called *Corruption*, published by **Rainbird Software**. Set in London, *Corruption* puts you in a partnership with a large financial corporation. But it's all part of an elaborate frame-up that makes you the major suspect in an insider trading scandal. The only way to clear yourself is to find out the true guilty party.

TITUS OFFERS ACTION GAMES

Two action games from **Titus Software Corp.** have recently been released. *Crazy Cars* is a racing game with fast action on six different race courses. You can choose one of the world's finest sports cars to drive, including a Porsche 911 Turbo or a Ferrari GTO. In *Fire and Forget*, you operate the fighting machine Thunder Master on three levels of six missions. Are tetra-nuclear propulsion missiles enough to defeat the guerrillas?

NEW GAME TITLES FROM EPYX

There's something for everyone in the new releases by **Epyx**. Whether your interest lies in sports, action, or adventure, Epyx has a game for you.

Battleship, the popular board game, enters the computer age. You'll need quick wits and strategy to discover the enemy's fleet of aircraft carriers, subs, torpedo boats, and battleships. If you want to stay at sea, try *Tower Toppler*. When eight rotating towers rise from the sea floor, you, as a senior operative for Destructo, Inc., have to topple them back into the depths.

Or you can take to the skies with *Dive Bomber* and pilot a torpedo bomber in World War II. Destroy the German's secret weapon, the battleship *Bismarck*, or risk losing the war. In *Space Station Oblivion*, the time is the future, not the past. You are a mining member of the Driller Federation. A dangerous buildup of gas is threatening the planet Mitral and you have to place 18 drills before the Mitral blows up.

Other new Epyx games include *Death Sword*, an ancient adventure in which you must save Princess Mariana from the evil magician Drax; *Street Cat*, in which you are a tough tomcat facing the indignities of the urban jungle; and the latest in Epyx's sports games, *Street Sports Football*.

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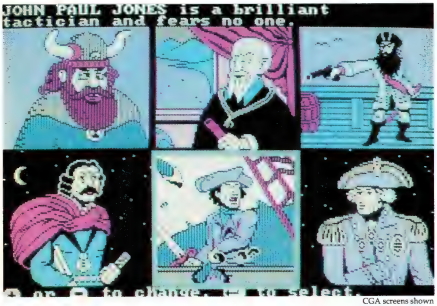
THE ANCIENT ART OF WAR AT SEA

The days of wooden ships and iron computers come alive in *The Ancient Art of War at Sea*, a sequel to the highly regarded *The Ancient Art of War*. Choose your opponent from five historical captains — Blackbeard, the Duke of Medina, John Paul Jones, Tromp, and Nelson, and one imaginary Viking berserker named Thor Foote. Then select from a menu of 11 campaigns, ranging from the straightforward to the very elaborate.

You don't just close with the enemy and trade broadsides — you must maneuver to gain the wind and take advantage of the enemy's weaknesses. The relative speed, power, and handling characteristics of each type of warship are realistically simulated. So too are reloading times; hull and sail conditions; and the tactics of the historical admirals.

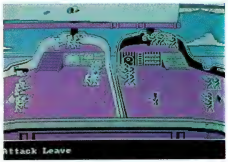
Most players will relish the grappling scenarios, in which animated crews fight to the death with cutlasses and muskets. A game-generator programenables you to create fleets, maps, and scenarios. This game is a thoroughbred: educational, well balanced between strategy and action, and altogether quite charming — a quality still too rare in historical games.

Broderbund



CGA screens shown

When learning the game, choose Thor Foote as your opponent. Thor's tactics are not subtle — he usually just comes straight at you. Gain some expertise before tackling someone like Nelson or John Paul Jones.



Avoid letting Thor's ships get close enough to grapple. His gunners are mediocre, but at close quarters his men are savage fighters. Boarding melees against them often end in victory for Thor.

Anytime you want to try out a new idea, engage the practice mode. This puts the real game on hold while you experiment with new tactics in gunnery and ship handling.

Use strategic maps to position your fleet. Put at least three ships in each squadron or you can be overwhelmed piecemeal. A few strong flotillas can usually beat a larger number of weak ones.

HINT

When designing your maps, it is easiest to block out land masses first, then shorelines. All shorelines adjacent to ports should outline water routes to the edge of the map, so merchant ships can reach them with supplies. Stylized cherubs show which direction the wind is blowing. Position one cherub in the upper two-thirds of your map, and the other in the lower two-thirds. That way you can always tell wind direction even after scrolling the campaign map up or down.

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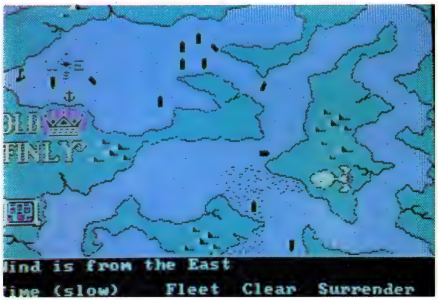
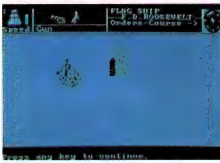
HINT Sailing ship tactics are specialized. Always maneuver to get upwind of the enemy. Remember that you cannot sail directly into the wind, but must zig-zag, or "tack" from side to side until you reach a favorable position. Try to "cross the T" of your opponent — i.e., put your broadside at right angles to his bow or stern. Then you can pound him with maximum firepower, but he can only reply with a handful of cannons.



Dark-shaded areas represent rough water and white-shaded areas represent shallows. Each is dangerous for certain kinds of ships. Learn to use these conditions to your advantage.

You need not defeat every enemy ship to win. Sharp maneuvering can capture the symbolic crown, which represents his capital, and give you a swift victory.



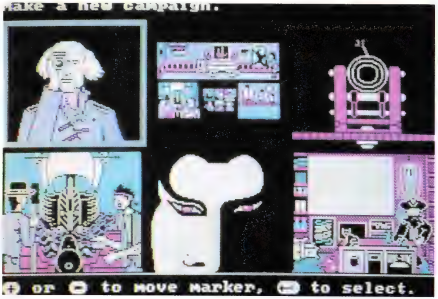
Remember, you can only fire broadsides from one side of your ship at a time. You must designate which side is firing. Keep a sharp eye on the colored gun indicator on the tactical screen.

Blue sails in the upper right corner indicate a serious loss of maneuverability. When this appears, disengage and head for the nearest friendly port for repairs.

HINT An enemy ship captured is worth two enemy ships sunk: not only do you weaken the enemy by one vessel, you increase your own fleet by the same amount. You may wish to suspend firing on a badly damaged ship in order to come alongside and board her — a ship labeled "disabled" is helpless. If one of your own ships becomes disabled, put her alongside a friendly vessel and enough crewmen will transfer to let the disabled ship rejoin the battle.

TITLES
THE BANE OF OLDAIN
THE RACE FOR THE CROWN
RUNNING THE GAUNTLET
THE LAST CROWN
Select a campaign title. Esc to back up
or to change, to select.

Each scenario begins with a narrative scroll (shades of the old Warner Brothers' swashbucklers). Study the narratives for background information on your next adventure.



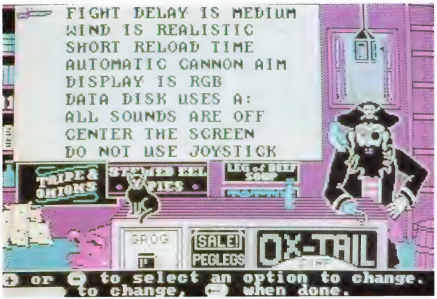
In general, the campaign scenarios get more complex as you go down the list. The Bane of Oldain is a good introductory campaign: clean, simple, and action-packed.

Broadsides fired up close damage hulls; at greater range, you'll damage the enemy's sails and rigging.

RULES
PORTS REPAIR SHIPS STEADILY
PORTS NEED SUPPLIES RARELY
ROUGH WATER IS VERY RISKY
SHALLOW WATER IS VERY RISKY
or to look at the rules.
to change, when done.

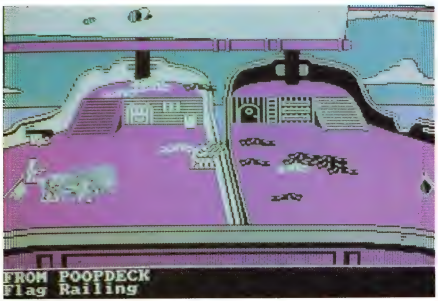
For each new game, you can choose how dangerous the seas are, and how important resupply and ship-repair will be.

HINT At the start of a battle, just after you zoom, your ships will be in a line formation. Adjust speed to maintain proper spacing between ships. If the ships are too far apart, the enemy may slip through the gap and "cross the T," if the ships are too close, there is a danger of collision. When turning a line formation, never let the lead ship execute a single turn of more than 90 degrees.



In Ye Olde Options Shoppe, you can select manual aim for your cannon. Although it is slower than automatic fire, aimed fire is more accurate.

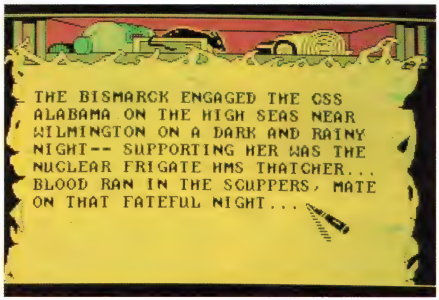
Use the long-view map to maneuver, then zoom in on highlighted areas for tactical control of an engagement.



Repositioning your crew to meet boarding attacks can give you victory even in a melee with Thor's combat-crazed Vikings.

With the game-generator program, you can create your own campaigns, and name them as fancifully as you like.

HINT Try to focus the combined firepower of several ships against an isolated portion of the enemy's formation. Remember that a single ship can only fire from one side at a time, and if you gang up on both sides of an opponent, his resistance is halved and the effect of your firepower is multiplied. Such engagements are usually brief.


THE BISMARCK ENGAGED THE CSS
ALABAMA ON THE HIGH SEAS NEAR
WILMINGTON ON A DARK AND RAINY
NIGHT-- SUPPORTING HER WAS THE
NUCLEAR FRIGATE HMS THATCHER...
BLOOD RAN IN THE SCUPPERS, MATE
ON THAT FATEFUL NIGHT...

You can even set the mood by writing your own narrative scroll. Mix and match ships and captains from different periods. Put Nelson in command of the Bismarck, if you like.

Custom design your warships, name them, and designate whether they are friend or foe.

At the end of each game, a box score details losses and captures. If you wish, of course, you can always strike your colors.

There are 6 steps to make a campaign.
The first step is to make a map.
Press ↵ to begin or ESC if you've changed your mind.
A B C D E F
G H I J K L
M N O Q R S

You get a grid and a variety of terrain features with the map-generator program. This is useful for blocking out land masses.

Hardware Requirements: IBM, Tandy, AT&T, and compatibles; 256K minimum memory; EGA, CGA, or Hercules monochrome graphics; joystick optional.

BALANCE OF POWER

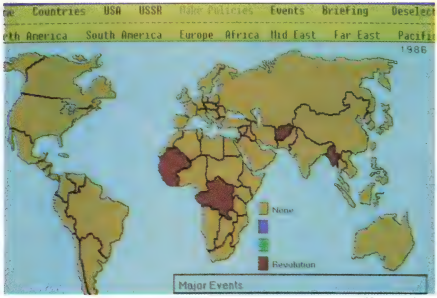
In the world of computer game design, Chris Crawford has authored a variety of ground-breaking games, and *Balance of Power* is one of the most intriguing. *Balance of Power* was released for the Macintosh in 1985 and conversions to other formats have followed. Now MS-DOS users can play one of the most written-about computer games ever designed.

Balance of Power is played on a map of the world. It is a political game, in which you take the role of either the U.S. President or the General Secretary of the Soviet Union. Your goal is to increase your nation's prestige, while avoiding a nuclear war. At the end of eight game-years, the side with the higher prestige level wins. If nuclear war breaks out, nobody wins.

The game has provoked controversy because of its pacifist tone. In *Balance of Power*, the game tends to reward you for being conciliatory more often than for standing firm. A firm stance will frequently lead your nation closer to nuclear war.

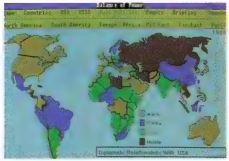
Balance of Power is not so much *fun* as it is challenging and thoroughly absorbing. As a learning tool, the game is priceless. It forces you into a political outlook on the world, and it demonstrates how complex being a major world power really is.

Mindscape

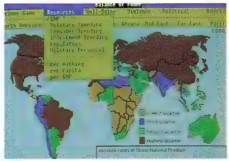


EGA screens shown

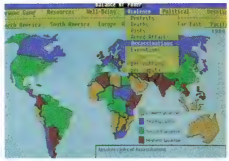
The opening screen at the beginner level shows the two-row menu system from which you will make most of your choices in the game. You get more information and more options at higher play levels.



Read the manual thoroughly; Crawford's hints are essential knowledge. And be sure you check out the diplomatic relationships with your country at the start of the game. These relationships are very important.



Balance of Power is packed with information, some of it vital and some just interesting. Some countries are more valuable to you than others. Study GNP and other resources to understand who your friends should be.



The violence factor can be charted several ways, such as rankings on assassinations. In general, don't create a crisis for its own sake. How much prestige is at risk when you challenge or refuse to back down?

HINT Start with the beginner level. Unlike many games, learning at the expert level, or even the intermediate level, is not really possible. Once through several beginner-level games, move on to intermediate, where new challenges await. Several more games later, it's on to the expert level, where the strongest, most expertly diplomatic play is essential. At some point, try the "nightmare" level, but only if you know the game backwards and forwards, you have no need of sleep.

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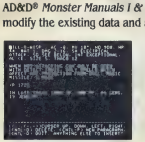

IBM
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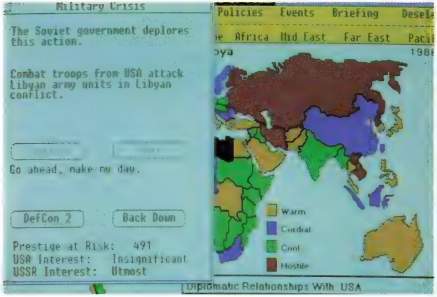
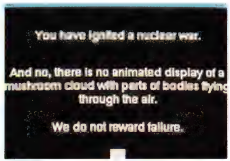
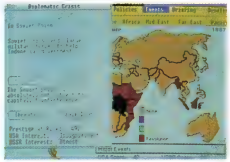
HINT Study the briefing displays often. Especially interesting during the early portions of the game are the background maps. These are unnecessary for actual game play, but they offer a staggering amount of information about the countries of the world. Resources, gross national product, military and consumer spending, investment spending, military personnel, well-being, and violence are among the graphically-presented information screens. These screens by themselves make *Balance of Power* a valuable educational tool. And they add a fascinating component to game play.



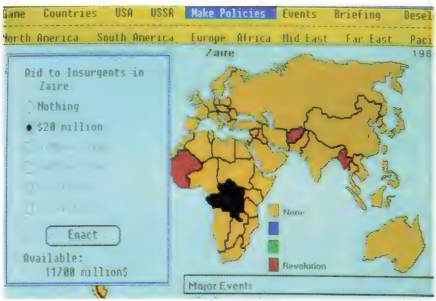
The USA has recklessly sent 5,000 troops to Libya to help insurgents fight the government there. The Soviet Union is outraged and the USA refuses to back down. Defcon 2 is just one step away from nuclear war.


You have ignited a nuclear war.
And no, there is no animated display of a mushroom cloud with parts of bodies flying through the air.
We do not reward failure.

In *Balance of Power*, this is the way the world ends; not with a whimper, but a bang. Crawford's message is that there are *no* winners when a nuclear war breaks out. The players have failed at geopolitical diplomacy.

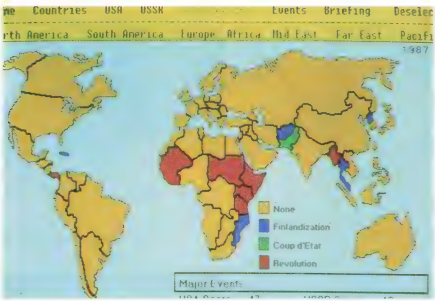


The USSR sends forces to Indonesia and refuses to back down. Does the USA challenge during this diplomatic crisis? There are 492 prestige points at stake, as well as the growing threat of nuclear confrontation.

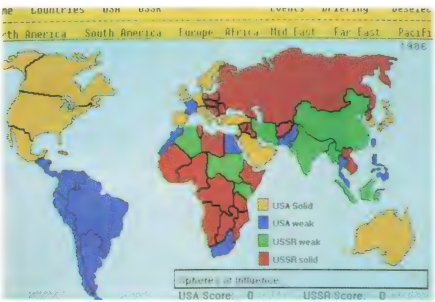


Send aid to insurgents whenever possible. Use direct military intervention as rarely as possible. Here, you have decided to send $20 million of aid to insurgents in Zaire.

HINT Right from the start, learn how to work with insurgents. The core of the beginner game, insurgents are nevertheless important at all levels of play. The game has three types of insurgency — terrorists, guerrillas, and rebels, and you can offer aid to insurgents in a couple of ways. The goal of aiding insurgency is to turn that country toward your sphere of influence. Conversely, you must defend against insurgency that is trying to turn the country towards your opponent's sphere.

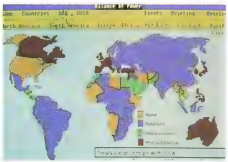


On advanced levels, there are more options and more decisions to be made, including Finlandization and coup d'etat. Remember that indirect actions — coup d'etat and diplomatic pressure — are often the most powerful.



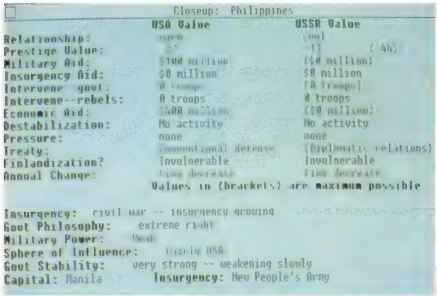
You should understand right away that when a country is under the sphere of influence of either the USA or the USSR, it may be strategically valuable even if direct interest is insignificant.

The USSR has invaded South Korea, creating an immediate diplomatic crisis. What is the USA's relationship with South Korea? Are there treaties in place? Determine the level of interest, and then challenge or back down.

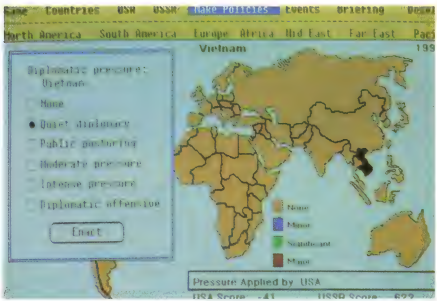


Treaty relationships are very important in determining how you respond in moments of crisis. The more you can tell about a given country's treaties and diplomatic relationships, the better you will play.

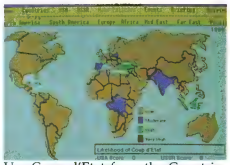
HINT You precipitate a crisis by *questioning* an opponent's action. Your opponent will either back down or challenge you. A challenge box will appear, asking if you want to challenge further or to back down. The box also will display the level of U.S. and Soviet interest in the action, and the number of prestige points at risk. Always weigh these carefully. If neither side backs down, nuclear war will result, in which case you lose. Keep remembering that prestige is all that matters.



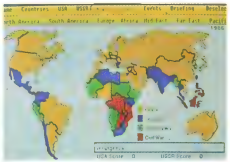
Close-up information from the briefing menu, such as this screen for the Phillippines, gives you a great deal of data that will help you understand each country's relative value and orientation.



Quiet diplomacy can sometimes be more effective than public posturing, as in this example involving Vietnam. Indirect efforts can help set the stage for undermining a hostile government or supporting a friendly one.

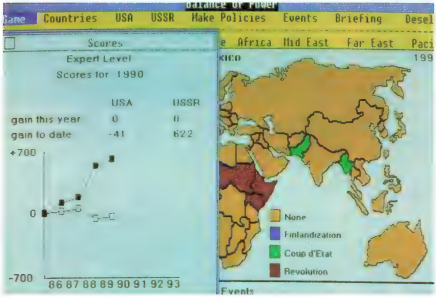


Use Coup d'Etat from the Countries menu to spot countries that may be ready to have their governments toppled. You can use this information both offensively against enemies and defensively with allies.

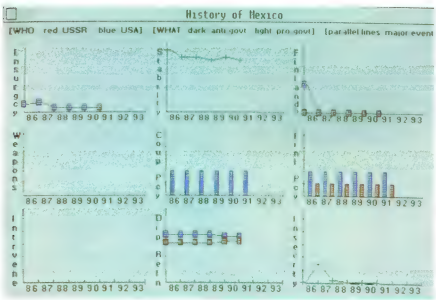


The insurgency map shows whether each country in the world is in a state of peace, terrorism, guerrilla war, or civil war. This is the kind of information you need to check before setting policies.

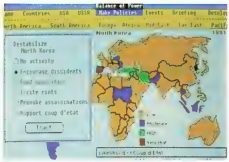
HINT In the intermediate game, watch for opportunities to use destabilization. You will have to judge the exact moment, and you must remain aware that your opponent will also be watching the shaky country. But at some point, you will want to use the destabilize menu item to push a country towards mayhem. Keep your eyes open, in addition, for a chance to start a coup d'etat. The intermediate game lets you change the world in an indirect way, so take full advantage of it.



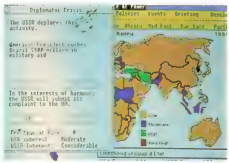
As this game progressed, the USSR took a commanding lead in prestige, partly because of inaction by the USA. You must pay attention to — and take action on — a broad number of details.



The history screen offers a tremendous amount of information. Take the time to study it while playing the game, and you will begin to see relationships among diplomatic relations, stability, weapons, and other areas.



Here, the USA decides to try to destabilize the North Korean government by supporting dissidents.


Diplomatic Events
Make Policies
Events
Briefing
The USSR deplores this activity.
Brazil 1989 million in military aid
In the interests of harmony the USSR will submit its complaint to the UN.
USA interest: Moderate
USSR interest: Considerable

By 1991, the likelihood of a coup d'etat in Brazil is high. The USA sends $100 million in military aid to the government to help stabilize it. Giving military aid to a country is a provocative act.

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; CGA, EGA, or Hercules monochrome graphics; mouse or joystick optional.

BATTLEHAWKS 1942

In *Battlehawks 1942*, you become a naval aviator during the great carrier battles of the Pacific in early World War II. Choosing from a selection of authentic American and Japanese planes, you can pilot a fighter, a dive bomber, or a torpedo bomber in your dangerous mission against the enemy.

At this stage of the war, the Japanese had more aircraft carriers, more experienced pilots, and superior planes. *Battlehawks 1942* realistically recreates what it was like to take part in such engagements as the Battle of the Coral Sea and the Battle of Midway. By playing *Battlehawks 1942*, you begin to appreciate how difficult it was for fighter pilots to shield their carriers against hordes of screaming dive bombers, and how suicidal it was to attempt a torpedo run against a ship defended with flak and agile fighters.

You can watch the action from five different views, and even switch on a camera to record a sixth view for playback later. Although the game requires skill to master, there is a training mode so you can practice before embarking on combat missions. If you successfully complete a mission, it's entered in your permanent service record, and you might even win a medal.

LucasFilm

EGA screens shown

Battlehawks 1942 is a highly realistic game that offers you several different scenarios to choose from. You can pick which plane to pilot, which type of combat mission to fly, or even select a training flight.

The best plane to pick for torpedo bombing is the Japanese "Kate." It was not only superior to most American torpedo bombers used in 1942, but also had the advantage of more reliable, accurate torpedoes.

If fighter planes are more to your taste, choose the Japanese Zero over the American F4F Wildcat — at least until you gain some experience. You'll find that the Zero is more maneuverable than the Wildcat.

The Americans did have one carrier plane in 1942 that was more than a match for the Japanese — the Douglas SBD Dauntless dive bomber. Choose this plane for your first attempt to sink an aircraft carrier.

HINT When torpedo bombing for the first time, fly the Japanese "Kate" bomber instead of the American TBF Avenger. In 1942, Japanese torpedoes were far superior to the American models. They could be released at speeds of up to 150 mph from altitudes as high as 500 feet, while the unreliable American torpedoes had to be dropped from an altitude of less than 100 feet at a speed of less than 100 mph. These restrictions made American torpedo bombers sitting ducks for Japanese fighters and anti-aircraft fire.

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HINT When embarking on your first fighter missions, pick the Japanese Zero instead of the American F4F Wildcat. In 1942, the Zero was much more maneuverable than the sluggish American fighter planes, and maneuverability makes all the difference in air combat. However, be aware of the Zero's one serious weakness: its skimpy armor. A few machine-gun hits that a Wildcat could survive might easily explode a Zero's fuel tanks. Use the Zero's superior maneuverability to avoid taking hits.

How to kill a carrier, Step 1: Fly slowly at 7,000 feet or higher and use the straight-down view. (You won't be able to see the carrier from other views, except at a great distance.) Wait until your target appears.

Step 2: Instantly cut the throttle, drop the flaps, activate the air brakes, switch to the front view, pitch the plane forward into a steep dive, and turn on the camera. With practice you can do this in five seconds.

Here's a replay view (filmed with the camera) of an SBD Dauntless on a dive-bombing run. Always turn on the airplane's camera *after* entering your dive, or else the replay will show nothing but empty sea and sky.

Step 3: As seen in this replay view, the Dauntless is diving on the carrier from its flank. You can also attack from the bow or stern. Either way, aim amidships and release the bomb at 2,000 to 4,000 feet.

HINT When dive bombing for the first time, choose the American SBD Dauntless over the Japanese Val. Although the Val could be deadly in the hands of an expert pilot — as the U.S. Navy learned at Pearl Harbor and the Battle of the Coral Sea — it was really an outmoded plane by 1942, with its fixed landing gear and light armament. The SBD Dauntless turned out to be even deadlier than the Val, as the Japanese discovered at the Battle of Midway after losing four aircraft carriers in one day.

A hit! The bomb landed smack in the middle of the flight deck, one of the carrier's most vulnerable spots. Notice how the pilot has retracted the air brakes and is pulling out of his steep dive.

This replay view shows a miss. The dive bomber was correctly lined up with the carrier, but the pilot released the bomb a second too soon. The bomb fell short of its target and splashed in the sea.

When you master dive bombing, try your hand at torpedo bombing -- a much more difficult, almost suicidal, mission. This view shows an American TBF Avenger approaching a Japanese carrier protected by fighters.

Smoke pours from the wounded carrier as its planes, fuel tanks, and ammunition magazines explode in flames. Notice how the dive bomber is in danger of stalling — the pilot needs to apply full throttle.

HINT Torpedo bombing is the most difficult mission in *Battlehawks 1942*. In fact, the odds are heavily against your survival, because you must make your run while flying very low and slow. Your only hope is to fend off the pursuing fighters with the rear guns, but don't get so carried away that you forget to release your torpedo. If you botch up your first run, you probably won't get a second chance, because your lumbering torpedo bomber is no match for the speedy fighters.

As soon as you get near the enemy carrier, the fighters pounce! Here's what a Japanese Zero looks like from the tail gunner's view aboard the Avenger.

The Avenger's tail gunner has managed to hit one of the pursuing fighters — notice the puffs of smoke trailing behind. If you don't defend yourself against the fighters, they'll get you every time.

Good shooting! The tail gunner scored a lucky hit on the Zero's lightly armored fuel tanks. (The Japanese pilot can be seen bailing out of his exploding plane.) This doesn't happen very often.

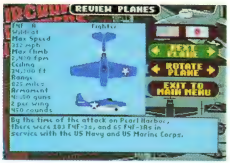
Two Japanese fighters are on the Avenger's tail now, and a third is approaching from the distance. In addition to their machine-gun and cannon fire, the hapless Avenger must cope with the carrier's flak.

HINT When piloting a dive bomber, you can't spot a nearby target from the normal views when flying at the proper altitude (at least 7,000 feet). Instead, look straight down. When the enemy carrier appears, immediately cut your throttle, drop the flaps, apply the air brakes (SBD Dauntless only), switch to the front view, enter a near-vertical dive, and turn on the camera. After releasing the bomb, retract the air brakes, pull up the nose until the horizon reappears, and apply full throttle to keep from stalling.

Here's something else you won't see too often — the aftermath of a successful torpedo run. Fending off the fighters, the Avenger managed to release the torpedo for a devastating hit amidships.

When you're tired of being chased by fighter planes, you can try being a fighter pilot yourself. Here's a view from a Zero (or "Zeke") of American dive bombers attacking a Japanese aircraft carrier.

Dive bombers are much harder to shoot down than torpedo bombers, as this Japanese pilot has just learned. His carrier is in flames from direct hits inflicted by a pair of U.S. Navy SBDs.



The American F4F Wildcat fighters weren't as agile as the Japanese Zeros, but they were sturdy little planes that could take more hits while remaining airworthy.

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; CGA, EGA, MCGA, or VGA graphics; joystick or mouse recommended; 3.5-inch and 5.25-inch disks included.

JORDAN VS. BIRD: ONE ON ONE

Michael Jordan jab-steps around Larry Bird, then launches high into the air for a behind-the-back slam dunk. A moment later, Bird gets the ball, spins away from Jordan, and fires a three-pointer. You've seen it time and again in the NBA, and now you can do it yourself with this well-produced action game. Jordan and Bird had a hand in developing their own computer characters, so their strengths and weaknesses correspond to real life.

The emphasis throughout is on fast action, plenty of moves, and a variety of playing options. You can use the keyboard or joystick, and you can play against the computer or another person. You can even have the computer play itself so you'll be able to pick up pointers on special moves and shots.

Jordan's slam dunks are awesome, and you have plenty of different styles to choose from. Bird's outside shooting is suitably stunning, and from just about anywhere on the court. Making the transition from movement-to-shot is particularly important for Jordan's slam dunks. And you need to get your timing down for quick releases on Bird's outside shots.

Electronic Arts

EGA screens shown

Practice for awhile until you can get Jordan or Bird to jump and release a shot every time you go up. At first, you may have a tendency to release too soon or too late, and the shot will be muffed.

The opening screen offers you eight game and practice options, in addition to player and controller options. If you practice slam dunks and ball handling before playing the computer, you will have a better chance.

These are the slam dunk options for Jordan. Don't expect to be able to slam dunk right away. Whether you're using a joystick or the keyboard, you have to learn how to leap and dunk at just the right moment.

This Kiss-the-Rim slam dunk gives you an idea of the range of moves your players have. The Jordan and Bird characters have the same strengths and weaknesses that the real players have in their personal games.

HINT There are four levels of play — Recreational, where the play is sloppy and loose; Varsity, where timing and defensive moves begin to play a more important part; College, a much more rigorous game with smoother moves that require a more deft touch; and Professional, which is just what it should be, tough and fast. Learning to play the computer at this top level is difficult. Your best bet, at first, is to learn the ropes at the Recreational and Varsity levels, especially against the computer.

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HINT You can choose to have fouls turned off, so that the game can be a real bump-and-shove contest. But serious players will leave the fouls selection on so they can improve their ball handling and defensive moves. The player who improves his skills at blocking shots and stealing the ball has a much better chance of winning. Play the computer for awhile before taking on your friends. Get used to playing at higher levels, and you'll blow away the competition.

The patented Air Jordan slam dunk is rendered very accurately in the game, as are all of the dunks. You can compete in a Follow the Leader mode with slam dunks as well as use them in regular play.

Another option is having the judges rate your slam dunks as you try to duplicate the awesome Jordan movements. The jump and the release are the tricky parts, but practice will improve your style.

In the three-point contest, you have 60 seconds to make five shots from five different stations. Learn to release the fire button after each shot, and keep moving. False shots will kill your tempo.

Remember, nobody's perfect — not even Jordan and Bird. Here, Jordan bobbles a dunk and ends up on the hardwood.

HINT The trickiest part of *Jordan vs. Bird* is getting the timing right on Jordan's slam dunks. The takeoff and the ball release have to be coordinated carefully, or Jordan will look bad and the ball will miss the hoop. Just as in real basketball, practice the run, jump, and release over and over again until the timing becomes second nature. Your friends will have a hard time keeping up, and won't understand how you slam dunk so consistently.

Bird has just fired a three-pointer over Jordan's head. Bird's fans are on their feet and cheering his efforts.

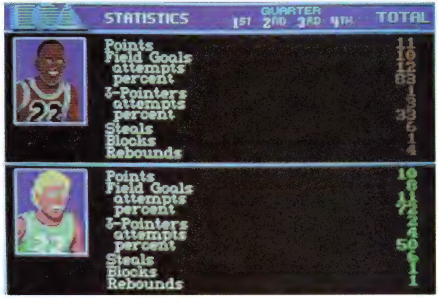
Jordan has a jab step, just as in real life. Here, he uses it to step around Bird and aims for a slam dunk.

Fouls count, and can cause problems if you're overly aggressive or clumsy. (Jordan has just fouled Bird). The better you can handle your player's ball-control abilities, the more often you will win.

You can choose to play one-on-one games to 11, as in this contest. Jordan has pulled off a behind-the-head slam dunk.

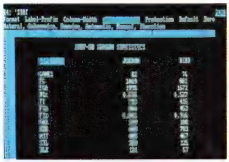
HINT Larry Bird's three-point prowess is legendary, and the same goes for Bird in this game. He can hit from anywhere on the court, and has an exceptionally quick release. Learning the release timing is not as difficult as learning Jordan's slam dunks — and three-pointers will win more games than slam dunks if you keep hitting them. Take the time to get Bird's timing down. The three-point contest is the best place to practice this, so that in one-on-one games, you'll be ready.

To become an advanced player, you must learn the techniques of blocking shots and stealing the ball. This takes practice and a deft touch, especially when you're playing against the computer. But it will improve your game greatly.



The statistics scoreboard shows a wide range of information. You can use this to help you see your weak and strong points as a player.

Follow the Leader is a great way to improve your game before going one-on-one with the computer or another person.



There's a Boss Button in the game for those who *must* play at work. Hit the key and this bogus spreadsheet pops up in place of the game. Hit the key again, and the game returns where you left it.

HINT Don't overlook the defensive and offensive tips in the game booklet that comes with *Jordan Vs. Bird*. In fact, read them several times, once or twice when you are learning the game, and then again after you've played a couple of dozen games. There are some subtle tips that will give you an extra advantage once you understand the game well enough to see what some of the hints really mean.

Jordan goes high over Bird to snag a rebound and stuff it into the basket. Learn to anticipate the position of the ball on rebounds, so you can jump at just the right time.

Bird can sidestep Jordan, and then move to the basket or fire an outside shot. His three-point range is exceptionally good, and his release is very fast.

The range of slam dunks in *Jordan vs. Bird* is very wide. Because of the variety of practice and game options, you get to work on all aspects of your game.

The Hammer is a two-handed power slam dunk. By pressing "T" on the keyboard, you can see any of the slam dunks demonstrated.

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory (16-color Tandy 1000s require 384K); VGA, EGA, or CGA graphics; joystick recommended.

KING'S QUEST IV: THE PERILS OF ROSELLA

Newcomers to the *King's Quest* series are in for a treat. Fans of the first three games will find themselves spending every spare minute glued to *The Perils of Rosella*. This adventure is magnificent.

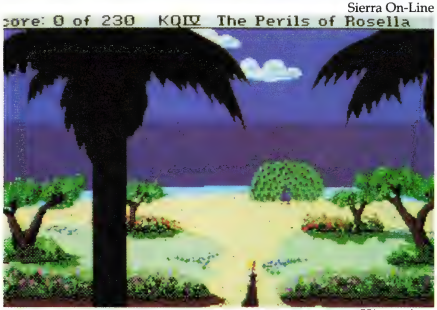
King Graham, who restored the treasures of Daventry in *Quest for the Crown* (*King's Quest I*); searched for and wed Valance in *Romancing the Throne* (*King's Quest II*); and defeated the wizard Manannan and rescued the princess Rosella in *To Heir Is Human* (*King's Quest III*) now lies near death. It falls to Princess Rosella to save him with the good fairy Genesta's help.

Genesta herself is weakening every day because of a spell. But if Rosella can find the magic talisman, the fairy will be restored to full powers. And if the princess can find the charmed fruit, her father will recover as well.

Sent far away from her home in Daventry, Rosella must search a strange land for the magic items. She will have to swim oceans, battle trolls, and climb perilous cliffs. Whether or not she will be successful is up to you.

The Perils of Rosella has extraordinary graphics and three-dimensional play. There is also a sound track by composer William Goldstein. Music features supported by the game include the IBM eight-voice music card, the AdLib Music Synthesizer Card, and the new Roland MT-32 music card.

Sierra On-Line

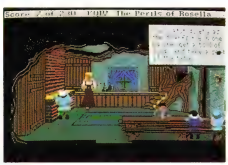


EGA screens shown

Genesta takes Rosella to her country to find the charmed fruit that can save King Graham. Rosella lands on a beach but can swim to other lands, too, though the waters are full of sharks.

Genesta, the good fairy, has been put under a spell by the evil Lolotte, and only a magic talisman can save her. Rosella can travel to Genesta's ivory palace, but the fairy is too weak to talk to her.

The objects Rosella needs to complete her quest, such as this golden ball under a bridge, are not all that difficult to find. Also, it is usually easier to wade across water than to maneuver across bridges and such.



Kindness to strangers, even seven dwarfs, will almost certainly be rewarded. But unless Rosella is actually given something, she should try to return valuables to their rightful owners.

HINT It is very, very important to save the game as you go along. *The Perils of Rosella* is aptly named, for the princess will face death often. And she'll succumb a few times, too. There are random foes in the form of sharks in the ocean, ogres in the woods, and trolls in dark caves that she will have to confront several times before reaching her goals. If you haven't saved the game and she dies, there's no other choice but to go back and start over again.

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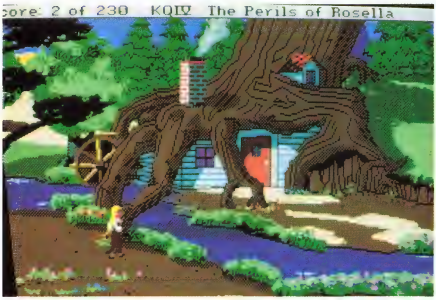
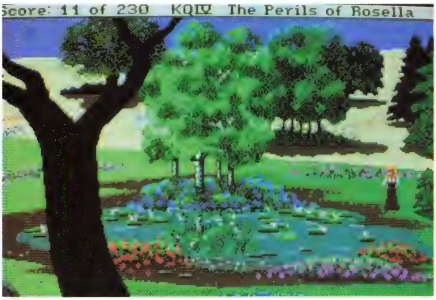
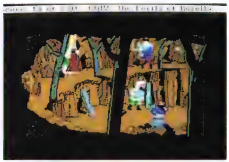
HINT The cave behind the waterfall is completely dark, so Rosella should have a candle or a lantern before she goes in. She's not able to pick up the candles in the old house (even if she had a match to light them). Maybe she could find a lantern. Who has she met that works in the dark? Dangers might lurk in a dark cave, too. After all, what type of creature would want to live there? This might be a good place to save the game.



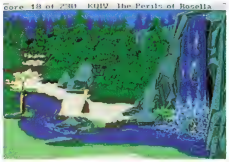
You have to keep other fairy tales in mind while playing *The Perils of Rosella*. Happening across a tiny cottage in the woods, Rosella should do just what Snow White would do in the same circumstances.



Kissing frogs isn't very profitable if Rosella scares the frog away when she approaches. Again, think about fairy tales and remember how that other princess ended up kissing a frog. Maybe you should check your inventory.

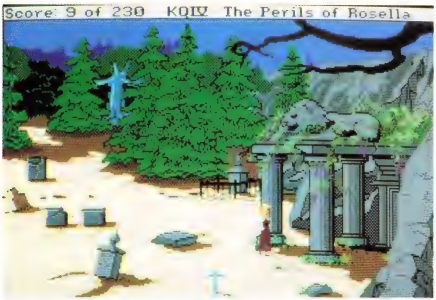


If Rosella tries to return the pouch of diamonds to all of the dwarfs, they won't listen to her. Why not try finding the dwarf who left the pouch? He'll probably be very grateful.



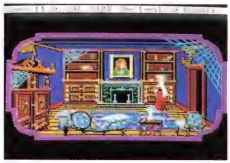
Rosella can't swim behind the waterfall because the force of the water is just too strong. She really needs fins in a situation like this. Or maybe frog legs.

HINT It will be helpful, especially early in the game, to map your progress. The world is *huge*. Making simple maps with the connection of forest to waterfall to cave to cliffs will keep you from backtracking. You can also determine the perimeters of the world with a map. For example, if you walk north from the fisherman's cottage, you'll just run into it again in three or four screens.



Even if she were brave enough, Rosella couldn't just walk into this crypt built into the side of a mountain. The crypt is locked, so she'll have to devise some other method unless she finds the key.

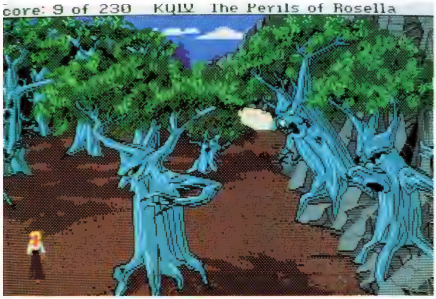
Even though this spooky house is flanked by cemeteries on both sides, it is safe to enter. Rosella won't encounter any ghosts, goblins, or even that nasty ogre that lurks in the woods.



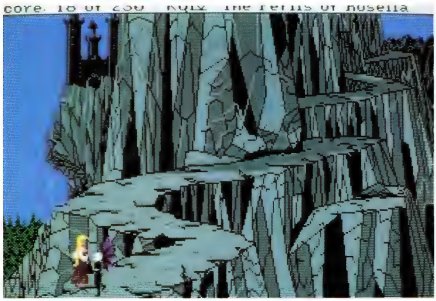
There's a comfortable bed upstairs, but Rosella doesn't have time to take a nap. There's only one item in the house she needs to take with her. Check the parlor. Maybe she has time for a little reading.

Rosella will find a fisherman's cottage along the beach. If she waits a few minutes, he will go to lunch. Neither he nor his wife has any spare time to chat, but if she makes a generous gesture she'll be rewarded.

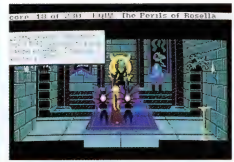
HINT If you check the list of verbs offered by the instruction manual, you can get a good idea of certain items you'll need to find in the course of the game. "Tickle" implies you'll need to find a feather; "bridle" means you'll have to find a bridle as well as tame something to ride; "bait" seems to hint you'll need a fishing rod as well as a worm; and "dock" might mean there is a boat to be found.



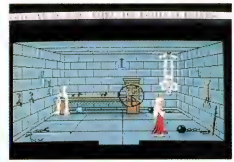
Remember *The Wizard of Oz*? Well, these trees don't throw apples, they just reach out and grab innocent passers-by and mash them to a pulp. It's best just to avoid the area if you can.



The journey to Lolotte's castle is a perilous one. One false step and Rosella is a goner, and her father is, too. But on her first trip to the castle, some of Lolotte's goons will escort her.



Lolotte is not a very trusting witch, and she certainly doesn't believe Rosella and her innocent wish to save her father. But her son has a crush on Rosella, so she won't be put to death — yet.



Cooling her heels in Lolotte's prison, Rosella has plenty of time to consider her plight. Lolotte will ask Rosella to bring her a unicorn, so Rosella had better start plotting how to capture one.

HINT As you play *The Perils of Rosella*, there are certain characters you will encounter again and again. Build up your inventory by exploring, then try to decide which item might suit each of the characters. You'll almost always make a trade when you give an item away, and occasionally you'll be able to keep the original object as well as get something new.

Wandering back on the beach, Rosella encounters a very, very bad minstrel. He'll never make a living as a musician. Perhaps Rosella could give career counseling. What does she carry that could start him in another direction?

Once Rosella has befriended the unicorn, she is ready to journey again to Lolotte's lair — and she'll receive more quests to carry out, no doubt.

Cupids need baths just like other gods and goddesses. But he'll be embarrassed if Rosella catches him, and he might fly off and forget to take his bow and arrows with him.

Everyone knows how well Pan plays his musical pipes. But from the interest he shows in Rosella's lute, it looks like he might be ready for a new instrument. You'll have to decide if Rosella can use a flute.

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; VGA, MCGA, EGA, and CGA graphics; mouse or joystick optional; 5.25- and 3.5-inch disks included.

PETE ROSE PENNANT FEVER

Into the crowded realm of computer baseball simulations slides *Pete Rose Pennant Fever*. And like its namesake — the greatest base-hitter of all time — this game has an approach all its own. A good thing, too, because this league is crowded with superstars.

So what does *Pete Rose* offer? First, a slick pitcher-batter game. Every pitcher has a fast straight pitch and a slow straight pitch, but the real strength lies with two specialty pitches, assigned from among seven types of pitches. Batters, meanwhile, can elect to hit for the fences or just make contact, or to bunt to the left or the right side of the plate.

Second, the fielding point of view is utterly unique. When the ball is hit, the "camera" switches to a position behind the fielder, which gives the illusion that the ball is actually moving toward you. The fielder must throw not only to the correct base, but also with the appropriate strength. The fielding system takes considerable practice to master, but the entire fielding game, or just the throwing game, can be handled by the computer.

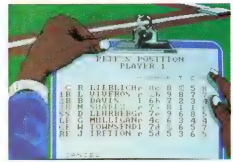
You can also control the lineup for each game, even making substitutions. And you can also choose to run the front office -- the expansion team and draft dollars.

Gamestar

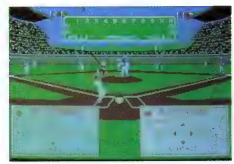
EGA screens shown

You must learn to time your swing, and to distinguish balls from strikes. This is a fundamental of *Pete Rose Pennant Fever* and can set you apart from a less diligent opponent.

Learn to read your pitcher's stats carefully, including speed, control, stamina, fatigue, and specialty pitches. Be ready to send in a reliever if his stamina is low and he starts getting tired.



The game will suggest lineups, but you can change any of them. A key point when using Pete Rose is to put him in a spot where he can drive in runs. Just as in real life, Pete hits better with men on base.



Batters and pitchers have a good combination of options for every throw and hit. Learn to know your opponents' weaknesses as well as your own team's strengths and shortcomings.

HINT Take your time getting into the game. Play a dozen exhibition games before even considering entering a league. Watch the demo first to get a feel for the way the game works. Then try a game, letting the computer control your fielding for you, while you get used to batting, base running, and pitching. Then reverse the process, while you work through the fielding game. Once you've developed the ability to pitch, field, hit, and run the bases, you're ready to take on some real competition.

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HINT Be ready to move your infielders the instant your opponent hits the ball. In the early going, a sure-out grounder will skip by you and into the outfield. On fly balls to the outfield, learn to read the ball's shadow. If the ball looks like it's over your head, it probably is. And many computer-hit balls will go over your head to the fence. Be ready either to back away and let the ball hit the wall, or to jump onto the wall and try for a glorious, but extremely difficult, catch.

You have a variety of teams from which to choose. Pete Rose plays for Cincinnati or one of the expansion clubs (Eugene or Menlo Park). The two-player league lets you compete with a friend.

The game gives you a variety of outfield perspectives. Fielders not only must reach the ball, but also throw effectively. Don't over- or underthrow.

The computer controls all of Pete Rose's actions when he is playing. There are good reasons why he's called Charlie Hustle. Learn to play him well, and he'll definitely help your team.

This is the power bar indicator that shows how hard a fielder's throw is. Learn to let go of the throw before you overextend. Efficient throwing can improve your fielding.

HINT Pay strict attention to your batter's ratings. The game uses its own system, not the standard batting average. A low number means a tendency to hit ground balls, while a low letter means the batter will hit the ball hard. Make use of the rating when you choose your batting option. With a weak hitter, go for contact rather than power. With a strong hitter, let the game situation decide for you. And don't bunt with a 9 or 10 batter; there is nothing worse than popping up a bunt.

A long ball has been hit to right field, and passes to the left of your fielder. You'll have to learn to react fast to avoid balls getting by you, especially when playing the computer. Watch the ball's shadow where possible.

When fielding, you have a great deal of control over where you throw and run. Learn to whip the ball around the infield, and to throw to the right base from the outfield.

Player substitutions can be made throughout the game. This can be very important, especially where pitchers are concerned. Some pitchers will tire early, and then you'll be in trouble unless they're replaced.

Keep opposing runners honest by checking them while they're on base. You can use pitchouts to stop base stealing, especially against the computer.

HINT Use the pitcher's specialty pitches as often as possible, making sure to mix them up well. If you have a knuckleballer on the mound, throw the knuckleball. If your pitcher has an equally good curve and slider, throw both often, but keep altering the pattern. Against the computer player, never throw an easy pitch, even on a 3-0 count and the bases loaded. A walk is better than a triple.

Your shortstop has missed a hard-hit grounder, and now the left fielder will have to come up and try to get the runner. Making sure the ball gets to the right base each time takes practice.

After learning the basics in exhibition game mode, move to league play. But don't try it until you've practiced a lot. You name your league and pick the city and the division.

The bases are loaded. There are no outs. Is it time to pull your pitcher, or do you leave him in to see if he can work out of this hole? It's up to you, so know your pitcher's strengths and weaknesses.

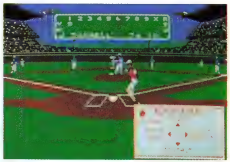
When building your team for league play, you can buy free agents and minor leaguers. But watch your money, and make sure that what you pay for is what you really need. Try for a balanced team.

HINT When drafting rookies and free agents, spread your money around. Don't spend everything on one superstar free agent, unless he fulfills your only real need. As in real baseball, go for good, young pitching, especially in a two-player league. And save some money from year to year, so you can afford a big-name player or two as the seasons progress. And remember, defense wins games, even if it's occasionally less exciting.

The batter swings and misses. Over time, you will get a much better feel for how to pitch. Mixing up the different pitches is the key to striking out more batters. Use the specialty pitches, but don't get into a rut.

A bases-loaded home run can be an exciting or depressing event, depending on which team you're on. Remember that certain batters, like Pete Rose, hit better with men on base than they do when no one's on.

Doubles are possible, and so are triples. But against the computer, don't try for a nearly impossible base. Against a human opponent, however, you have more chances of making daring plays.



Even with an A-rated batter, choose Contact over Power more often. You may not blast one out of the park, but your chances of connecting with the ball for a base hit will increase.

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA, CGA, or Tandy 16-color graphics; joystick optional.

ROMANCE OF THE THREE KINGDOMS

Romance of the Three Kingdoms offers vivid tapestry-like graphics, solid action, and great subtlety. It also features 65 major characters, each with his own distinct personality and strengths. There are five scenarios, beginning in 190 A.D., when China was divided into 58 squabbling provinces. Warlords emerged who — through guile, skill, and sheer blind luck — began to create small empires. Successive scenarios take the player up to the legendary Age of the Three Kingdoms, when three powerful emperors strove to become sole master of China.

There are ten levels of difficulty for each scenario, plus an almost infinitely variable number of decisions-and-consequences. Up to eight players may participate, and the possibilities for treachery or disaster are many. Generals can betray you to the enemy, floods can ravage your rice crop, plagues can decimate the population. To succeed, a player needs not only ability, but also resiliency — in that sense, the game is very true to life.

Romance imparts a real sense of empires waxing and waning, of great lords carving out tangled and bloody destinies across a vast landscape. Yet, for all its complexity, *Romance* is not difficult to get into. Mastering it however, is something else again. "Epic" is the word for this game.

Koei

EGA screens shown

To begin any scenario, select a Master. Real-life biographies are provided; read them to obtain valuable ideas about allies and foes alike, for the computer mimics their personalities with uncanny realism.

Each scenario places you in very different social and political conditions. A Chaotic World presents a China verging on anarchy, while later scenarios feature fewer, but much vaster, political structures.

During set-up, you select a "warlike" or "rational" personality for the computer. Beginners should choose "warlike," so that computer-controlled characters behave recklessly. The "rational" setting produces more difficult games.

Pressing the Space Bar, while random numbers flash on screen, lets you set the parameters of your hero's character. If results are not satisfactory, you can do it over.

HINT Your first priority should be to study and correct the weaknesses of your own state. If your province has a high risk of floods, invest money in flood control. If the peasant loyalty factor is below 60, better raise it by doling out some rice. Raising land value is a good way to stabilze and enrich your basic holdings. Until you've taken care of internal affairs, go to war only to repel invasions; to do otherwise is to court disaster.

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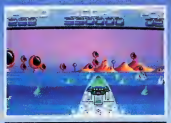

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HINT If you do attack another state, use an army twice the size of your opponent's, or one with much better generals. When you capture a general, employ him. Don't behead him, which the game allows you to do. Instead, put him in a minor post until you raise his loyalty above 50. The loyalty of generals with low IQs but high physical prowess can best be won by giving them beautiful concubines, but plundering villages to obtain women will not endear you to your peasants.

The last, most massive scenario ends when one warlord emerges as the emperor of all China — save this one until you've gained a lot of experience in governing.

Animated figures carry out your orders. In this case, rice is being given to the peasants in order to increase their loyalty.

Money invested in land improvement will help stabilize a province. It will also result in larger harvests every autumn.

The Main Display shows 58 provinces and who controls them. Pay attention to events in neighboring states. A state with low rice and gold resources, but a large population, is probably ripe for conquest.

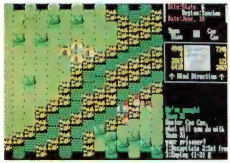
HINT You are given the option of viewing wars that do not involve your character and are fought between computer controlled masters elsewhere on the map. Until the complexities of Chinese geography become second nature, it is probably a good idea to turn off this function. It *is* entertaining to watch all that maneuvering, but it slows down the game, greatly extends playing time, and can be very distracting. If you elect not to view remote conflicts, the relevant information — who won, lost, died, defected, and which provinces changed hands as a result — will be updated on the Main Display.

The computer will appoint an adviser from among your smarter generals. You don't have to follow his advice, but it's generally a good idea. When you recruit new generals, pick them for their intelligence above all else.

China
State: 5, Region:Jizhou
Date:November, 1900
Turn: state 39, number 12 in rotation
Master Cao Cao,
Hua Xiong from state 5 has left you and gone to Liu Biao.

Before going to war, check the loyalty and fitness of your generals. Betrayal is a real possibility, unless you take steps to prevent it.

The combat system is well designed and engrossing. Investments in training and equipment increase your army's prowess, but a large, mediocre army is usually preferrable to a small, elite force.

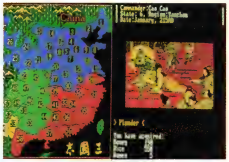


It may be smartest just to sit tight in a castle and accumulate movement points. It takes three times as many points to cross a water obstacle as it does to move on a plain.

HINT As your empire expands, administering each province yourself will inevitably become a nuisance. Command No. 17, "Authorization," permits you to install a general to run things without your direct orders. He is also authorized to handle defensive wars, if attacked. A wise ruler only delegates this way when the state or states in question are of marginal strategic importance. The same command may also be used to revoke authorization and let you take charge again — a handy option to have in case changing events suddenly make a previously insignificant state vital to you.

Incendiary attacks enable a weaker force to destroy a more powerful one. Check the wind direction arrows before torching — a miscalculation means fiery doom. And always guard your rice supply against sneak attack.

Diplomacy is important. In this example, your opposite number could become an ally or an enemy with equal ease. A gift of gold or a beautiful wife should secure his loyalty.



Plundering always yields gold, rice, and concubines, but it makes the peasants loathe you. Soothe them with generous gifts at the earliest possible oportunity, or you'll have trouble.

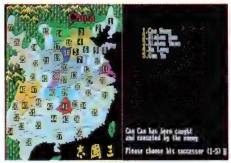
Castles enable you to hold provinces with small forces. They are very costly, however, so be careful not to bankrupt the treasury.

HINT If you get tired of feeling like history's bull's-eye — if you have lost a war, suffered a plague, and your three best generals have just defected to the enemy — you have the option to chuck it all, put a copy of Li Po in your rucksack, and become a "Wanderer." This option gives you a chance to catch your breath, go into seclusion, even recruit new followers and plot for a political comback when the time seems ripe.

You can issue one command per month, per province, As in real life, these decisions are seldom clear cut. Establish priorities depending on each province's condition and location.

Before joining battle, take time to study the opposing generals. If one has a low loyalty rating, you may be able to recruit him to your side.

Catastrophes sometimes often occur. They may open up certain political or military opportunities for you, so keep a log of what happens and where.



As in real life, characters may suddenly die, leaving a power vaccuum. This is a good time to recruit unemployed generals or to invade destabilized provinces.

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA or CGA graphics.

THE THREE STOOGES

This game is pure Stooges. The music is zany, and the Stooges' antics are grounded in slapstick. There's not doubt *this* world will be packed full of *nyucks*. There is a plot — to raise money to keep an Evil Banker from repossessing the Orphanage — but the storyline is only a vehicle for their high jinx.

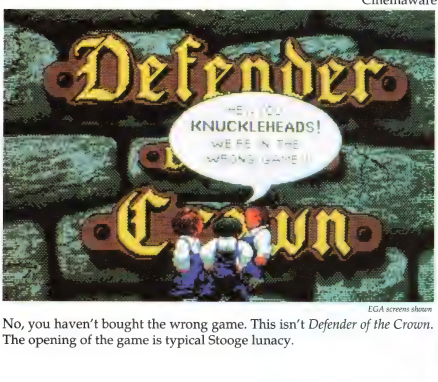
The Three Stooges consists of six sub-games, five of which allow you to raise money for the orphanage. In the Pie Fight, for example, you control the Stooges as they "cater" a posh party by hitting the guests with cream pies. In the Hospital Game, the Stooges race through the hospital corridors in bumper cars while trying to get to the operating room.

The Cracker-Eating Contest has Curly trying to spoon crackers from a bowl of oyster stew, while in the Boxing Game Larry must race across town to replace a violin he's broken. Last of the five is the Trivia Game, in which you answer questions based on Stooges' trivia. The sixth game, the Slapping game, controls the speed of the overall game. Here, Moe slaps, punches, pokes, and kicks some sense into his partners.

Sound familiar? The games are taken from actual Stooges episodes. The games' manual offers not only a history of the Stooges, but also an explanation of the origin for each sub-game.

Cinemaware

The Three Stooges is one of those games you should play with the volume up. The music is fun, and there's a voice chip with famous Stooges' quotes.



EGA screens shown

No, you haven't bought the wrong game. This isn't *Defender of the Crown*. The opening of the game is typical Stooge lunacy.

See Ma's beautiful daughters? Your real goal is to marry them, but this requires a great deal of money. But you have to save the orphanage, or they won't even look at you.

Moe's hand speeds up as each day passes. If you don't slow it down, your activities will soon be out of your control. Avoid the mousetrap icons. They waste an entire day, and if you hit four, the game ends.

HINT Remember your goal — to make money. To this end, the Slapping Game is the most important sub-game of all because, if you can slow down Moe's hand, you have greater control over which moneymaking activity you select. Try to choose the Slapping Game as early as possible, and read the instructions to make sure you do well. If you can slow the hand to a crawl, you'll avoid the mousetraps and the Evil Banker and enter the real moneymakers more frequently.

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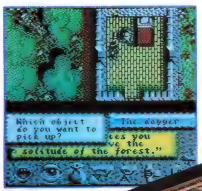

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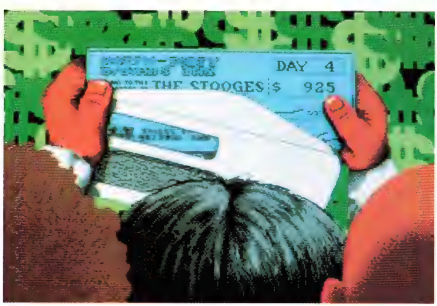
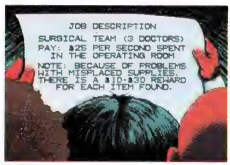
HINT In the Hospital Game, you can often make more money by picking up items on the floor than you can by getting through the corridors as quickly as possible. Try to maneuver so Larry, not the other two, collect the discarded items because Larry is the one that will earn the finders' fee. During the race, do everything possible to avoid running into nurses and orderlies. Stay to one side of the corridor as long as possible to avoid weaving back and forth.

The hospital is no place for bumper cars. But these three go free-wheeling through the corridors. You can really earn a lot of money here if you don't hit patients and doctors. Hit five and the sub-game ends.



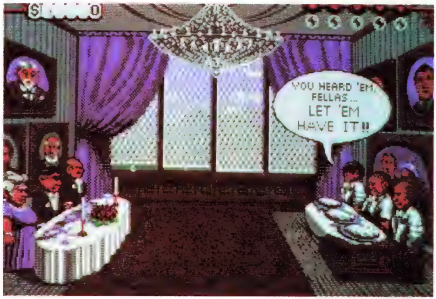
At the end of every episode, the Stooges receive a check. It better be for a lot of money. You'll need $5000 to pay off the mortgage, $10,000 to pay the mortgage and make repairs, and more than that to marry Ma's daughters.


JOB DESCRIPTION
SURGICAL TEAM (3 DOCTORS)
PAY: $2¢ PER SECOND SPENT IN THE OPERATING ROOM
NOTE: BECAUSE OF PROBLEMS WITH MISPLACED SUPPLIES, THERE IS A $10-$30 REWARD FOR EACH ITEM FOUND.

Sometimes you can pick up as much money getting to the operating room as you can inside. Pick up surgical supplies for extra money. Remember, though, that every time you hit someone, you slow down.

If you're not particularly skilled in the game offered by the icons, you can choose the money icon. You'll earn a minimum of $100, but you get more with a good showing in the sub-games.

HINT The trick to the Pie Fight is knowing how to turn defense into offense. Defense consists of making the Stooges duck. You do this by moving the joystick to the left, right, or center, depending on which Stooge is in jeopardy. Then, while the Stooge is ducking, hit the fire button and a pie will automatically be thrown. Never, ever, duck without throwing first. Then duck as quickly and as often as possible. If you get confused, simply ram the joystick furiously in all directions, hitting the fire button as you do so.



Throwing all your pies means you double your money. So keep pressing the fire button. Just don't end up with pie on your face. If five pies hit the Stooges, this sub-game ends.

CONTRACT
SERVE PIES TO GUESTS.
YOU WILL BE PAID $10 FOR EACH PIE SERVED TO A GUEST. DOUBLE PAY FOR SERVING ALL 81 PIES.
LOOK PROFESSIONAL - DO NOT GET PIE ON YOURSELF!

Each time you choose the Waiters' icon, you'll have to serve more pies to double your money. It can range from a fairly simple 50 pies to more than 100.

During the Slapping game, Moe's most potent tactic is the fake. Study the instructions in the manual to do this game well. Without a speed control, Moe's hand will go too fast over the icons to avoid dangers.

The "?" icon is either good news or bad news. The good news puts the Stooges in front of this store. If they return the money they find in the ice, they'll earn a reward of more than $50 and sometimes more than $1000.

HINT The Boxing Game is really a race game. It has nothing to do with the boxing itself. Race Larry along the wall as much as possible, but watch out for open doors. Don't be afraid to slow down because that will waste less time than running into a lamp post or tripping over a trash can. Finally, don't be in a big hurry, since Larry can return successfully even if he does a reasonable amount of stumbling.

If you know the Stooges, you know the effect "Pop, Goes the Weasel" has on Curly. He should have no trouble knocking down Killer Killduff in six rounds (that's one minute for each round) if he hears the tune.

Larry runs fast, but he pays no attention where he's going. There are no half-stumbles in the race game. When Larry hits something, he's down for a few seconds. And that could be disastrous for Curly.

Unfortunately, Larry has had a small accident with his violin. Can he find another one before the final bell rings? Why, soitanly!

Even with the violin shop closed, Larry makes it back in time to save Curly's noggin. If the sixth round hasn't ended, he'll end a bonus and Moe's lasting respect. Yeah, lasting until the next icon.

HINT Get to know Stoogeville. Study the map enclosed in the package, and make your own map as you get past the first 30 squares. Stoogeville is the same from game to game. This knowledge will serve you well in future games. Remember, each day you are offered the next set of six squares on the map. And money squares towards the end of the street are worth more than those towards the beginning.

In most oyster stews, the oysters are dead. This one is an exception. To retrieve a cracker from the stew, just move the spoon above the cracker and push the button.

Here's the bad news about the "?" icon. Sometimes you'll have to go to the National Bank and Distrust to visit Mr. Fleecem. If you're lucky, he'll only steal a day of your time. But he might end the game or claim taxes.

If you don't raise the money by the end of the game or get caught by four mousetrap icons, Fleecem will claim the orphanage. Save the orphanage and repair it, and the Stooges will be real heroes.

The trivia contests are good for an easy $500. All of the answers are found in the game manual. Find the answer, then just click on the "A," "B," or "C" answers offered by the Stooges.

Hardware Requirements: IBM, Tandy, and compatibles; 256K for CGA and 16-color EGA; 284K for 16-color Tandy; joystick recommended.

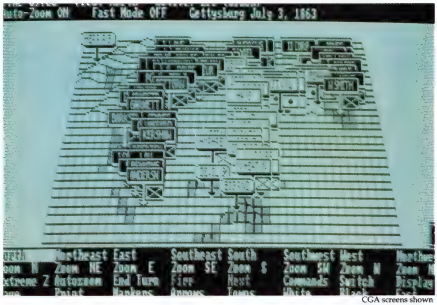
THE UNIVERSAL MILITARY SIMULATOR

UMS provides war gamers with accurate historical simulations plus the option of exploring the "might-have-beens" of history by means of altered scenarios. Included in the package are simulations of five crucial battles: Arbela, Hastings, Marston Moor, Waterloo, and Gettysburg. The computer can refight the battles while you watch, or you can take sides — against yourself, against the computer, or against another strategist.

UMS's real strengths, however, is in the flexibility of its options. Have Robert E. Lee switch places with Napoleon or let Alexander the Great take the role of Wellington — the programmed scenarios create the basic elements of each leader's style. Reality can be blended with fantasy, too, if you want to indulge in some rewriting of history. Give Cromwell a battalion of tanks, or Darius an airborne brigade, and see what happens!

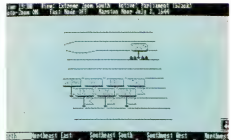
Even more attractive than the historical variants are the do-it-yourself possibilities. *UMS* allows the armchair strategist to design opposing armies and deploy them in custom-made situations. The program includes a map generator that let's you create towns and terrain features, and allows you to view them from different points of the compass.

Rainbird



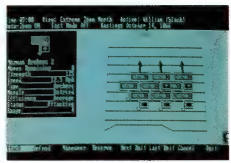
CGA screens shown

The overall Gettysburg screen can seem a bit daunting at first glance. Switching back and forth from the battlefield window to "zoom" and viewing from alternate angles will give you better control over events.



If the "big picture" seems confusing (just like the real thing), use the zoom features to isolate and enlarge any segment of the battlefield. Extreme zoom gives a helicopter view of about one regiment's worth of troops.

After two units fight, the results are displayed in comparative tables. Pay attention to morale — when casualties mount, it goes down, along with efficiency. Put hard-hit units in reserve to raise morale.



Units may be moved at the start of the command phase. Cavalry and artillery move farther than infantry, but woods or hills cut movement by half — something to remember when you plan tactics.

HINT

UMS takes some getting used to, and the cluttered look of the big campaigns can be confusing. The Battle of Hastings makes a good starter game. It has the fewest units, simple topography, elementary movements, and it plays quickly and cleanly. True, the only way you can get King Harald to win is by giving him at least a company of medium tanks, but the Hastings simulation does cover all the basic *UMS* concepts and procedures.

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* Requires Color Graphics ** Requires BASIC

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- **Adventure Addiction** Under The Ice, Quest of Kukuca, Gymnasium, Palace & Brammar text adventures. Indiana Jones, where are you? (#625)
- **AdventureWare** Text adventure for mystery fans and those who like horror! (#453)
- **Amanda's Letter Lotto** "My 6 year old give's it an A+" ABCs & Spelling fun. (#616)
- **Amulet of Yendor** Move through mazes filled with sudden death as a knight, wizard, warrior, caveman or tourist. You won't last long! "One of the most addictive games I have ever played!" (#452)
- **Army's First Prime** Beary Fun ABCs, Load The Truck, Help The Frog: ages 2-5. (#646) * *
- **Arcade Series** Pango, Bricks, 3-Dimensions and more! (#293) *
- **Astro85** Astrology program prepares your zodiac chart! (#666) *
- **Backgammon & More** You against the computer! Also, Hangman in Spanish! (#708)
- **Best Games** Packman, Breakout, Castle, Spacewar, Wizard, Spacewars, Lander! (#274) *
- **Beyond the Titantic** Your ship is sinking, now what, Matey? Also, Kingdom of Kroz arcade fun! Bring your power whip. (#632)
- **Bible Men** Who's Who fun with the Bible! (#781)
- **Bible Quiz Plus** Religious trivia play for 1-6. (#574)
- **Bible1Q** 1,000 trivia questions on your favorite subject! (#628)
- **Biorhythm Monthly Schedule** Charts your physical, emotional & intellectual cycles. (#679)
- **Bouncing Babies** Don't let the babies bounce! Also, Brick, Nightmare & more! * (#390)
- **Bowling League Secretary** Everything you need to run a league! [23] **
- **BridgePal** Contract Bridge Computer plays 3 hands! Good for beginner & pro! (#782)
- **Cambridge Thoroughbred Handicapper** This horse can do! Also picks best choice in dog races! (#918)
- **Canvequest** Text and graphics adventure with monsters and gold aplenty. (#451) *
- **Composer By Oak Tree Software** See & play music by the note. (#794) *
- **Computer Contract Bridge** For the novice. (#713)
- **Computer Greeting Card** Create & send your own custom Xmas & birthday musical greeting cards on disk! (#839)
- **Crossword Creator** Automatically creates a crossword puzzle from words and clues you choose! (#819)
- **Esmon: The Hall & The Ice Caves** First 2 disks in this text adventure series. Good treasure hunting! (#256, #257)
- **The Fly** The old Shell Game. Is your eye faster than the fly? Also, Asterad and cribhex! (#233) *
- **Funnels & Buckets** Kids love this arithmetic game! Solve falling equations before they hit the bucket! (#229)
- **Get Lucky!** Strip poker, strip trivia for adult amusement. (#711)
- **Golden Wombat of Destiny** Text adventure from those folks down under. G'day! (678)
- **Greatest Arcade Games** DonkeyKong, Scramble, Flightmare, Spacewar & more! (#457) *
- **Hangman Challenging.** Good for slow times at the office! (#153)
- **Hotboot & Insults** Is it nice to play practical jokes on your friends' computers? You bet! (#618)
- **IQ Builder** Synonyms, Antonyms & analogies. Also, Mastermind & Nim. (#18) **
- **Jukebox** Plays 10 songs, "Can't Get No Satisfaction". Also 3d Tick Tac Toe. (#100) **
- **KidGames** Spelling, Time telling for ages 2-6. "A blast." (#705)
- **Landmine** Can you make it across alive? Also, Fire, Airtrax, P-Trooper & more! (#456) *
- **Life Forms** Grow living patterns on your screen. (#602) *
- **Lotto Fever** Gives your horoscope & lucky lottery number! (#929)
- **Mahjong** Fast moving, dynamic game. (#641) *
- **Mix It Up** Pro Lotto—increase your odds, plus Nevada Poker Machine, and text adventures Mutant Invasion & Intercept. (#511)
- **Nemegram & Breakdown** Word program creates anagrams. "This disk is dangerous. I've lost sleep running it!" (#477)
- **Nuke** SF Graphic demo of nuclear destruction. Also, Cribbage, Slot Machine & more! (#228) *
- **Origami** Learn to fold Japanese paper sculptures! (#408) * **
- **Patrick's Best Games** Arcade panic! 7 games: Packgal, Castle, Bugs, 3-Demon, Space Invaders & more! (#475) *
- **PC-Chess** Check! Your move. Great for laptops, as well! (#120)
- **PC-Musician** Create & play songs! (#127)
- **PCjr Educational Games** Learn & spell good fun! (#241-req PCjr)
- **Pianoman & Player Piano** Play, edit and save music. (#279)
- **Pinball Rally** For the pinball addict! 3 games including TWILIZONZ. Don't tilt! (#557) *
- **Poker & Ultima21** How good a bluffer are you? (#791) *
- **Printer Art** From Darth Vader to undad femmes fatales. (#514-req dot printer) **
- **Rocket Simulation** Launch a rocket, Land a Lunar Lander, create 4-d Hyper cubes. (#945) *
- **Seawolf** You sank my battleship! Also Solitaire and Ginrich. (#174) *
- **Sleuth** A murder's been committed. Question the witnesses, search the premises, and find the suspect before he finds you! (#694)
- **Super Nova** You're stuck on a remote mining planet! Escape or eat dirt! Text Adventure. (#952)
- **Super Pinball** Chute, Blackbox, Zipper, Star & Double! Fast flipper action! (#227) *
- **Trivia** How smart are you? Choose between Science and Nature, Sports, Entertainment and Mixed Bag! (#227, #228)
- **Tune Trivia** Name that Tune! (#475)
- **Two Treks** Beam me up, Scottie! (#197)
- **Wheel of Misfortune** Can O phrases and a moving "Vanna" (#691)
- **Willy The Worm** Fast action for the younger set. (445) *

NEWEST RELEASES

- **Apollo Mission Simulator** One small step for man. (#567-req 8087 math co-processor)
- **Battle Ground** Great simulation of WWII field combat for 2 players. Also, Arionx: Seeker of Gans—for math wizards! (#1090) *
- **Board Games** PC-Pente, Pyramids, Yahtzee (#993) **
- **Esmon, Assault on the Clone Master** Destroy or be destroyed! Text adventure. (#1084-req disk #256, Esmon, The Hall)
- **Esmon, Quest for Trezore** Find Trezore, or die trying. Text adventure. (#1039-req disk #256, Esmon, The Hall)
- **FRP Game Utility** For Dungeons & Dragons masters, rolls the dice for you and more! (#1063)
- **Game Fun For All** Las Vegas Casino: blackjack, poker, dofler slots! Also, Castle Dragrina...bring your own stake! (#1074-req EGA)
- **Handwriting Analysis** Produces detailed report on your personality, intellectual style, vocations! (#1050)
- **McMurphy's Mansion** Your uncle died leaving you a fortune...somewhere? Also, RED PLANET adventure. The last crew never came back! (#1073)
- **Nethack** Huge Dungeons & Dragons game..hack your way to fortune! (#1000-req hard disk)
- **Opus I Brain Teasers** Body Talk, TV & Film, 2 Way Words, Books & Plays for trivia machines. (#997)
- **Time Traveler** Have fun learning American history.Zap! You are in the past.. Also, Faxing The Empire--intricate game of strategy & logistics. Only you can save the Federation. (#1078)

SPECIAL:

- **HOCIBM** Let's your Hercules card run color programs! (#870)

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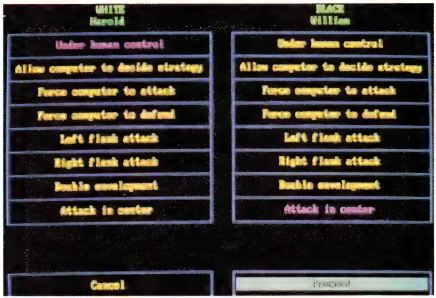
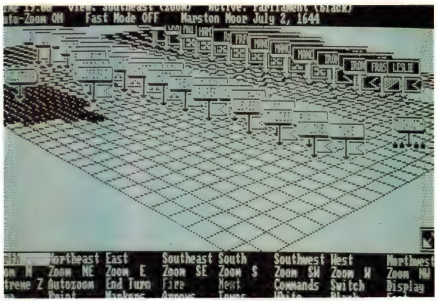
HINT In *UMS* you'll have endless fun playing with historical might-have-beens. Custer turned down a battery of Gatling guns — now you can find out what might have happened if he hadn't. Historians have long speculated that Lee might have won at Gettysburg if Jeb Stuart hadn't been glory-hunting, far away, with all of Lee's cavalry. *UMS* lets you add those units — which *were* theoretically available to Lee — and results in a very close battle indeed.

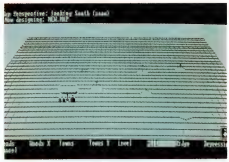


The battle logic screen allows you to select the degree of computer involvement, from none to a totally programmed demo mode. Using generalized commands — "attack right flank", etc . -- lets you nudge the computer in certain directions.



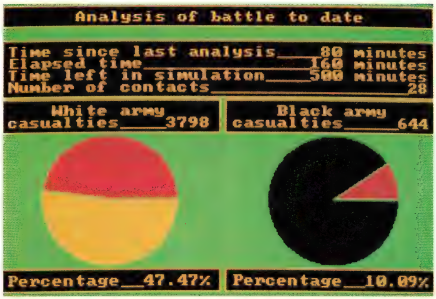
The directional viewing and zoom options of *UMS* give you observation capabilities real generals can only dream about — *use them!* Viewing from the enemy's perspective can be vital to your own planning.

To create your own armies, use the unit selection menu. Mix knights with Indians if you like, or create "wildcard" units such as powerful wizards, flame-throwing chariots, or hoplites armed with Uzis.

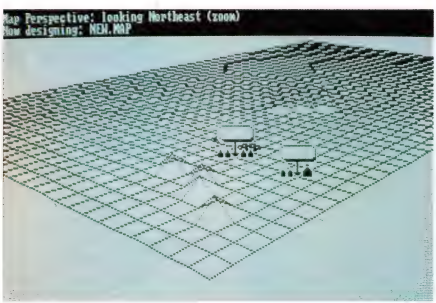


With the map design program, you can custom-design terrain, placing each town, hill, and forest where you like. View your map from different angles before making it permanent.

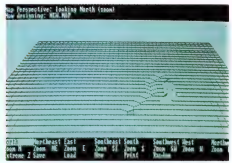
HINT Air power may be simulated by defining a wildcard unit as a squadron and defining its range as "51 grid points" — i.e., the entire map. Then you can call in air strikes on any position. In fantasy scenarios, wildcards are also useful for creating wizards and superheros.


Analysis of battle to date
Time since last analysis 80 minutes
Elapsed time 160 minutes
Time left in simulation 500 minutes
Number of contacts 28
White army casualties 3798
Black army casualties 644
Percentage 47.47%
Percentage 10.09%

After each movement/combat phase, periodic battle analysis charts show how well each side is doing.



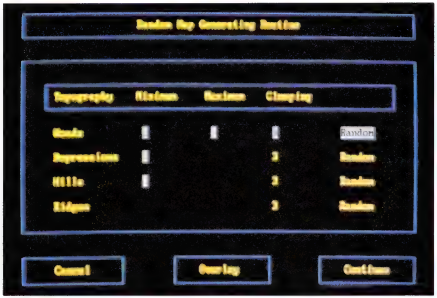
You can create and position towns, cities, and landmarks. Although landmarks don't affect movement or combat, they are useful for adding authenticity to historical simulations.



Strangely, the map generator doesn't let you create rivers. You can, however, create long depressions and just *call* them rivers; it works out about the same in terms of game-play.

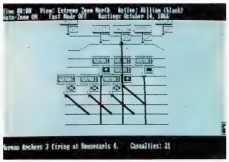
This table lets you specify ranges for artillery, archers, etc. For maximum realism, take into account the scale of your custom-made maps.

HINT Default values for weapon accuracy are set at 2 to 15 percent — i.e., from 2 to 15 percent of a firing unit will score hits. That's fine for muzzle loaders, but for high-tech modern simulations, you may want to increase that percentage. Pressing Ctrl-R allows that option.

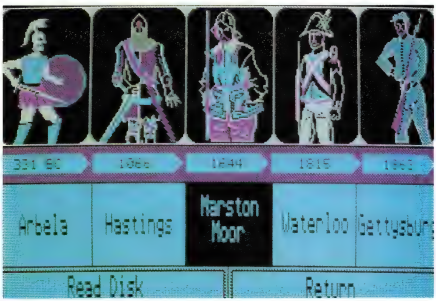


If you don't have time to generate a map, a random design function can do it for you. Specify how many terrain features you want, and the computer takes it from there.

You can edit programmed scenarios from the ground up. Default time for movement phases is ten minutes. Anything over 20 can give a jerky, time-lapse quality to events.



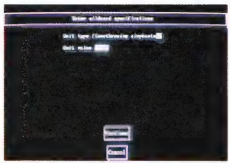
The edit unit functions permit you to create units of your own design, then assign them a full set of vital statistics.



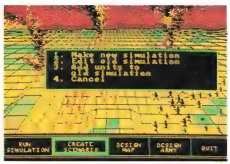
You can, if you wish, be a spectator. Put the armies under computer control, engage the automatic zoom, and *UMS* will recreate the battle, highlighting crucial events as they occur.

HINT Cheating is allowed. It's also fun. Save a simulation to disk, then use the edit army function to add whole new divisions, or new types of weaponry, to your army. Then place them into the battle using the edit scenario option. Or you can use this option to remove some of your opponent's troops before the battle begins.

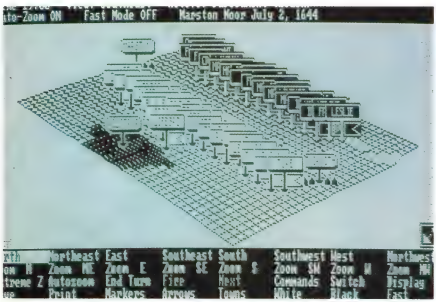
For extra realism, engage the line-of-sight option. Now long-range weapons can only fire at unobstructed enemy units.



Wildcard units can be as imaginative as you want them to be.



Some of *UMS'* s options involve numerous steps and sub-procedures. Pressing Ctrl-Q always returns you to the main menu, if you need to start over.



The "switch" lets you chose which side is active — i.e., which side you can maneuver or give orders to.

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics; printer optional.

ZAK MCKRACKEN AND THE ALIEN MINDBENDERS

Zak McKracken, ace reporter for the tabloid *National Inquisitor*, starts out covering a routine story about a vicious two-headed squirrel. But he ends up trying to stop an alien invasion of the earth. The aliens plan to take over once their sinister plot to turn the population into idiots via the phone company is complete.

With the stupidity epidemic already taking hold, Zak must track down a spirited medium named Annie and two Yale coeds spending spring break on Mars. He has to find clues and collect items and artifacts in travels that take him from San Francisco to Seattle, Miami, Stonehenge, Katmandu, Egypt, Peru, Atlantis, and, of course, the Bermuda Triangle. He'll have to explore Mayan mazes, pyramids, caves, and jungles before he's through. It's a race against dumbness to unplug the stupidity machine.

As with its popular predecessor, *Maniac Mansion*, playing *Zak McKracken* means controlling different characters, each with different talents. It also means finding uses for the items you collect, things as diverse as a yellow crayon, a stale loaf of bread, a giant bobby pin, or a wet suit with invisible gloves. And it means jokes, sight gags, and dozens of puzzles to figure out over hours of play time.

Lucasfilm.

EGA screens shown

The game starts in Zak's bedroom. Here's your chance to practice picking up everything that isn't nailed down. Check the drawers, under the furniture, under the rug — even on the walls for items Zak might need.

HINT Even though the bakery is closed, Zak needs to pick up an item there. And it's one of those times when persistence pays off. Keep ringing the doorbell. The baker will finally toss a loaf of bread to Zak in disgust. But don't stand under the window when the baker throws the loaf — it is very, very stale.

Periodically, the alien invaders break into the game to give a progress report on their invasion. They're not the brightest intergalactic beings, but pay attention to what they say to each other.

Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn of
Give Read What is Use
fish bowl phone bill
bazoo CashCard

Zak had better have his CashCard when he wanders into the pawn shop. He'll need one of everything in the store, and he should also sell an item that Annie might need later. But don't get a Lotto card yet.

There, now my bill is zero. I'll stamp it paid and leave it here.
TPC
Game paused, press SPACE to continue.
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn of
Give Read What is Use
nose glasses guitar
bobby pin stamp application

The phone company representative allows Zak behind the counter only if Zak looks like him. But be careful how he pays his bill. Will he need that piece of paper later?

HINT There are two items Zak will need to find on the plane — a cigarette lighter and an oxygen tank. Get the lighter first by plugging up the sink in the bathroom (don't forget to use the call button). The oxygen tank will be in the last bin Zak opens. Plug the sink again to search, then again to get the stewardess in the back of the plane. Then Zak can put an egg in the microwave to make a mess big enough to buy time to get the oxygen tank.

The door won't open from the outside,
and the bus driver's asleep.
ame paused. press SPACE to continue.
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn of
Give Read What is Use
golf club
guitar
lose glasses

Trying to wake up the bus driver can be pretty trying. Zak can knock on the bus door with his loaf of bread or a golf club, or just play a tune on his kazoo. Then he can head off to the airport.

Use toilet paper in sink
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn of
Give Read What is Use
wallpaper map
fish bowl
book
kazoo

Once on the airplane, Zak needs to check under spare seat cushions and in each overhead bin. The stewardess is very uncooperative, so he'll need to create a diversion. Here's one for the bathroom; there's another for the galley.

Have Zak's CashCard ready to give to the religious devotee in the San Francisco airport. Zak doesn't have to read the entire book he receives, but it will help in future situations.

ame paused. press SPACE to continue.
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn of
Give Read What is Use
bashe pie sign
cushion
lighter

Dispense with the two-headed squirrel by the time Zak uses his crayon on the markings. Future contacts might not take kindly to his bashing the animal's heads. The way to a squirrel's heart might be through his stomach.

HINT The girls' CashCards are in the glove compartment of their van. Remember that the cards are non-transferable. Find out which card belongs to which girl before the co-eds separate and get caught with the wrong one. Also remember that the girls don't have unlimited oxygen supplies. At some point each will need to refill her tank. Identify the equipment in the van that they'll need to use.

Use remote control
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use
CashCard remote control
yellow crayon oxygen tank

That blue crystal is certainly an artifact. It may be clamped into place, but notice the sensor on the platform base. It looks almost exactly like the sensor on Zak's television. Try the remote control.

Walk to
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use Switch
wallpaper map fish bowl
book kazoo

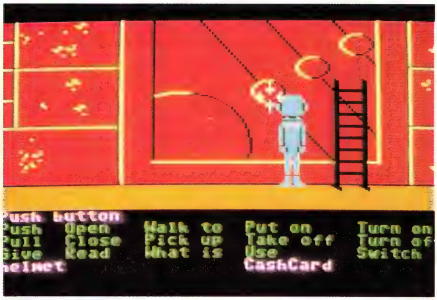
Once Zak gives his artifact to Annie, you can switch to any of four characters. If any one of them is to make purchases, though, you'd better find their CashCards. Annie's is on her desk.

It's a DEAD ALIEN!
Game paused, press SPACE to continue.
Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use Switch
Cashcard takeno CashCard

Exploring hostels on Mars can sometimes be very unpleasant. Leslie may have discovered a deceased galactic creature, but *everything* has a purpose. Perhaps she should pick it up for future use.

Once Zak has made friends with the golf-loving Shaman of Zaire, the man will lead his tribe in a dance. Pay special attention to the part of the dance after the fire is lit. Melissa needs that information.

HINT The markings in the cave in Seattle are the only ones that are automatically drawn in. You'll have to complete the drawings on the Sphinx, and anywhere else Zak runs into them, with your keyboard, joystick, or mouse. Be sure you make a copy of the drawings on Mars before switching from Leslie or Melissa to Zak so you won't have to keep going back and forth.


Push button
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use Switch
helmet
CashCard

Melissa needs the ladder from the Martian hostel to reach all three buttons on this door. But pushing the buttons at random won't open the door. Perhaps Zak can help her with the correct combination.

Give book to guard
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn off
Give Read What is Use Switch
book kazoo
CashCard remote control

Zak won't have any trouble getting past the guard to see the Ashram in Nepal. But if he wants to steal the flagpole from the jail on his way to the airport, he'd better start a diversion first. Look around.

Melissa has found a hologram recording from an alien world. Pay attention to what the alien has to say. You'll have plenty of time to learn it, since it will repeat itself until Melissa leaves the room.

Zak can learn a valuable talent from the guru if he gives his blue crystal to the old man. Mindlinking with animals is handy, but Zak really needs to use the skill only with the dolphin and the bird.

HINT Once Zak has learned to use the yellow crystals for teleporting, he won't need to buy airline tickets anymore (though the teleport platforms are broken in Atlantis and in the crystal chamber on Mars). If you start to worry about his CashCard funds running low, have Annie buy him a ticket or two. Or use the Lott-O-Dictor on the Caponian spaceship. Zak can find out tomorrow's winning lottery number and buy a ticket from Lou's pawn shop when he gets back to Earth.

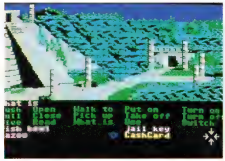
Use wire cutters on fence
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn of
Give Read What is Use Switch
wire cutters wet suit
hat golf club

The sentry guarding Stonehenge is very cold, but he won't take warm beverages from just anyone. Zak should give Annie the whiskey. When the sentry goes to sleep, she can flip the switch on the electric fence.

Ancient Incan Bird Feeder:
Fill only with dry bread crumbs.
Game paused, press SPACE to continue.
Push Open Walk to Put on Turn on
Pull Close Pick up Take off Turn of
Give Read What is Use Switch
small key stale bread
open tool kit monkey wrench

There's no way to get to the Peruvian carving without flying. Zak can mindlink with the bird to get there, but he has to attract the bird first. He's got the bread, but what he needs is a garbage disposal to make crumbs.

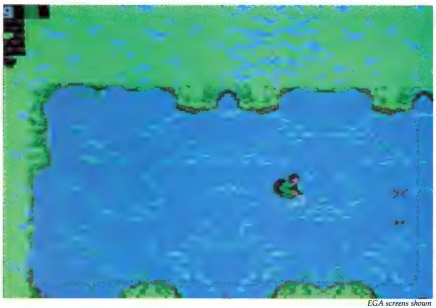
The Sphinx has another set of strange markings for Zak to complete with his trusty yellow crayon. Leslie or Melissa can send him the drawing telepathically, but he'll have to draw it on the rock himself.



The Mayan maze is full of connecting tunnels, so you should map it out as Zak goes through. The time it takes is worth it — Zak will find two yellow crystals if he can make it to the maze's center.

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; VGA, MCGA, EGA, CGA, or Hercules graphics; joystick or mouse optional; clue book available.

AIRBORNE RANGER



EGA screens shown

Airborne Ranger's missions take place in a variety of terrain, including arctic, desert, and temperate. Each presents different challenges and hazards.

Select your mission from a varied menu. Some jobs require massive firepower, while others demand stealth and cunning.

You'll be given three supply pods for each mission, filled with either standard or customized loads. Take care to drop them on level ground, away from enemy minefields.

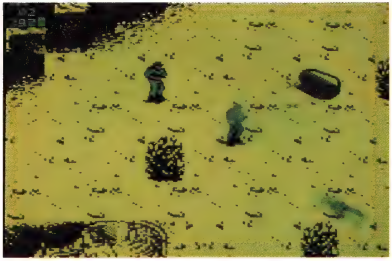
An exciting arcade-style shoot-em-up with engrossing elements of strategy, *Airborne Ranger* is a game that requires both guts *and* brains. Choose from 12 different missions, some of which are right out of today's headlines: You can free hostages, liberate POWs, blow up missile sites, or steal a secret code book. Enemy defenses are elaborate, and they change with every game.

The ranger comes in via para-glider, after dropping off three supply pods at points of his choosing inside enemy lines. If he can reach the supplies, he can treat his wounds and replenish his firepower. Each scenario requires a different blend of stealth and valor. *Airborne Ranger* is not just endless bang-bang—the player's choice of weapons, tactics, and terrain are crucial. Each ranger carries a customized assortment of grenades, time bombs, and LAW rockets in addition to his trusty assault rifle, commando knife, and first aid kit.

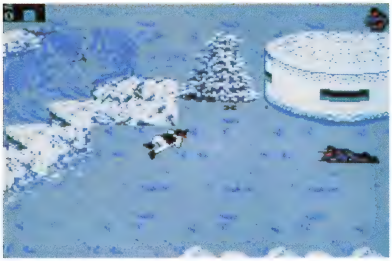
Action graphics are as good as most arcade games. The 360-degree, full-scrolling views, and 3-D animation are excellent. The illusion of human bodies in motion is remarkably well done. Although the odds are always formidable, and the layout of defenses changes from game to game, you don't need a teenager's reflexes or the trigger-finger muscle of Arnold Schwarzenegger to win. Good planning, a cool head, and intelligent use of your firepower are the requirements in this game.

MicroProse

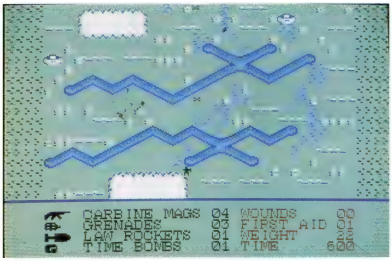
Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory (512K for MCGA graphics); VGA, MCGA, EGA, CGA, 16-color Tandy, or Hercules monochrome graphics; joystick recommended.



Space your pod-drops evenly. Each pound of extra weight you carry affects your performance. No ranger can fight well while trying to carry two full pod-loads.



Different defenses require different weapons. Use LAW rockets or mines against pillboxes, and grenades to clear a path through barbed wire or minefields.

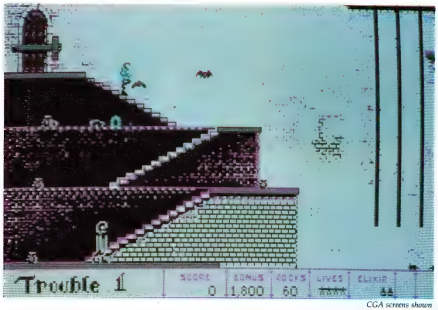


Using map views, plot a course to your objective. Stick to ravines as often as possible, and crawl to minimize your visibility. Running makes a ranger tired, so save it for short sprints on open ground.

HINT

Choosing the right mix of equipment for your supply pods is critical in many missions. First aid kits heal wounds, but one per pod should suffice. Mines are useful not only to blow up things, but also to create diversions that draw the enemy away from your true goal — pack extra ones for rescue and intelligence missions. If you expect to face tanks, better take along some extra TOW rockets. If your mission is to capture an enemy officer, your carbine, knife, and grenades should be enough.

DARK CASTLE



CGA screens shown

Watch the demo screens several times before you play. There are patterns in the movements of each type of opponent, and your only hope of survival is to figure them out.

If you just can't figure out the patterns on a screen, hit "Ctrl-P" to pause the action. This enables you to study the layout and avoid trap doors, kamikaze bats, etc.

Dropping through a trap door hurls you down into the dungeon. The only way out past the hooded torturer is to use the mace hanging from the wall — if you can get to it fast enough.

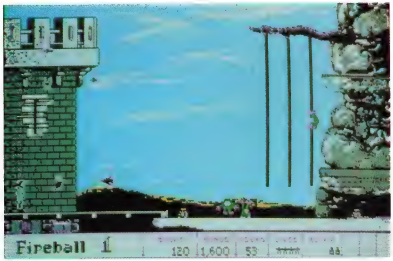
A prime example of the newest generation of arcade-style games, *Dark Castle* is a challengingly complex variation on the classic action-maze genre. The player controls a questing hero. He enters the Dark Castle, determined to fight through all obstacles and overthrow the sinister Black Knight. To begin play, select one of four doors in the Great Hall — beyond each forbidding portal lies a different scenario.

The hero must evade or dispatch a host of gargoyles, vultures, evil wizards, brutal guards, hulking mutants, and plague-ridden bats. At first, the hero is armed only with a sack full of rocks, but as he makes progress, he collects other equipment: a magic shield, a mace, magic fireballs, and bottles of elixir which render him immune to the plagues. Elaborate mazes abound, and the hero must get through them by leaping, climbing, ducking, and dodging, while all sorts of trap doors, tumbling boulders, flames, and flying critters lie in wait. If you think you have good timing, this game may humble you.

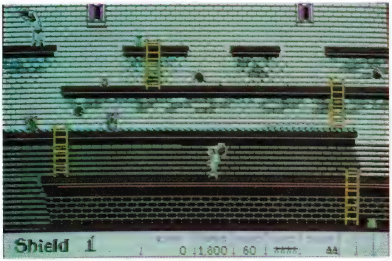
Dark Castle features witty graphics, lavish music and sound effects (including a torture chamber where whips crack and victims howl), and three levels of difficulty. The basic level is fiendishly hard, the intermediate level is positively sadistic, and the advanced level is for virtuosos only. *Dark Castle* lives up to its billing as The Decathlon of Danger.

Three-Sixty Software

Hardware Requirements: IBM, Tandy, and compatibles; CGA, EGA, or Hercules monochrome graphics; 256K minimum memory; joystick or mouse optional.



For some players, it's easier to use the keyboard's plus and minus keys, rather than the joystick, to aim the hero's throwing arm. But once birds or bats are in the air, hitting them will be much harder.



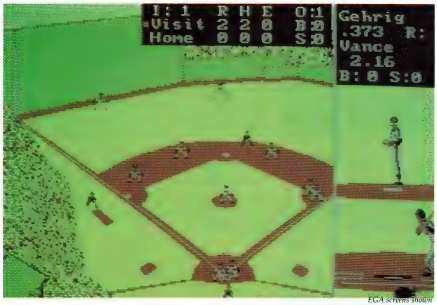
Timing is *everything* when trying to dodge the boulders that come rolling and bouncing from the top level. You need lots of practice to get past them.

If you wait around too long on this level, this flying monster will swoop toward you and drop you into the dungeon. Keep moving on each level. Things will only get worse.

HINT

Among the most distracting and obnoxious hazards on many screens are the bats. But you can get the drop on them, because at the start of their screens the bats are asleep, hanging upside down from the ceiling. You have a minute or so before they wake up and fly at you. Try to hit them all with rocks while they're motionless. Doing so will clean up the screen and allow you to focus all your concentration on the *other* lethal challenges that await you.

EARL WEAVER BASEBALL



EGA screen shown

Earl Weaver uses a split-screen effect during the game, giving you a chance to see the pitcher and batter as well as the infield and most of the outfield. The screen will pan to follow the flight of the ball.

The options screen at the start of the game gives you an idea of just *how many* different scenarios and details of the game there are. Don't be intimidated by the many choices. Start by just playing ball. Save the details for later.

Here, Lou Gehrig has connected for a home run. You can pick players, using real stats, from any period of baseball you want. You can also build your own teams using stats from real players.

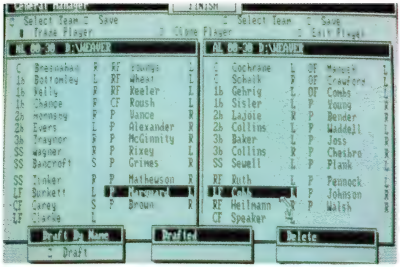
Earl Weaver Baseball, designed with the advice of the Baltimore Orioles' championship manager, captures baseball's minutiae better than any other baseball game on the market. Its two weaknesses are its base-running game and its batting perspective, but its strengths far outweigh them.

Built into the game is an enormous number of statistics. Slugging percentage, batting average versus righthanders and southpaws, on-base average, fielding averages for two positions, switch-hitting averages, arm strength, and fielding range constitute some of the hitting and fielding statistics. For the pitchers, stats include earned-run average, walks per nine innings, control and fatigue ratings, speed rating, fielding percentage and batting average, strike-outs, and balks. Impressively, all the averages are built into the play of the game. In fact, by having Earl manage both teams, the stats game will play itself.

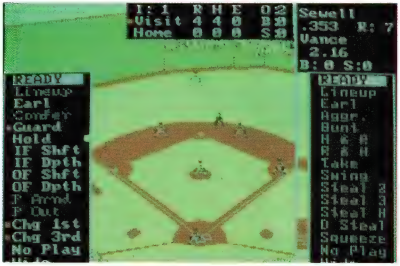
But baseball is not just statistics, as Vinnie and Joe keep telling us. Beyond the stats game is the player-control game, where you pitch, hit, and field. If you wish, you can manage at the same time, with options such as run-and-hit, hit-and-run, shifting infield and outfield, guarding the lines, warming up relief pitchers, inserting pinch-runners, and having a conference on the mound. One of the only omissions is the infield fly rule, but that can be fixed with a second edition. There are also separate "season" and "commissioner" disks available as optional add-ons.

Electronic Arts

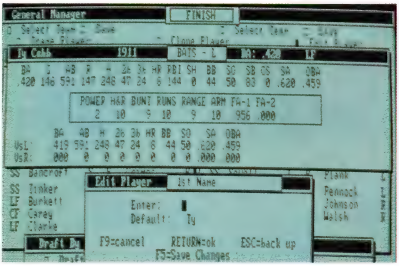
Hardware Requirements: IBM, Tandy, and most compatibles; 256K minimum memory; CGA or EGA required; mouse or joystick optional; 3.5-inch and 5.25-inch disks included.



If you want to manage a team yourself, go to the General Manager's screen. At first, let Earl manage until you get the rudiments of the game. Then, start to manage on your own. This is one of the best aspects of this excellent game.



The strategy menus pop up when you press the space bar. In general, if you want to make the most of your pitchers, manage the team yourself. Earl's decisions can be arbitrary, even wrong.

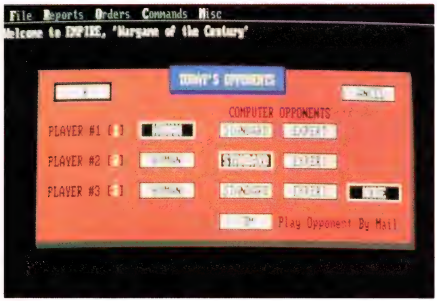


Earl Weaver allows you to edit your players to create any kind of team. In addition, you can clone players that you want to duplicate exactly, trade players, and draft new players.

HINT

The all-stars are fun to have around, but real baseball is played with a combination of excellent, good, and mediocre players. Move to real teams as quickly as possible, entering the stats from your local newspaper. Then get some friends and start a league, because that is the true excitement of the *Earl Weaver* statistical game. Over the course of the season, see your players through their inevitable slumps, and bench players when you must. For real enjoyment, manage each game yourself.

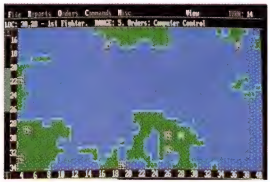
EMPIRE: WARGAME OF THE CENTURY



EGA screens shown

Empire offers many playing options, even play-by-mail (or modem). You can choose to play against one opponent or two, and they can be a mix of human and computer opponents.

Defend coastlines, and patrol your land masses with fighters. You will see pieces of the larger map as the game goes on. Learn to pick out those unexplored areas that will help you defend territory you've taken.



The world of *Empire* is shrouded in mystery at first. You will probably be tempted to stretch your forces too thinly over a lot of territory. Don't get over-extended, especially against the computer opponent.

This is one of the most exciting and yet easiest to understand of all strategy war games for computers. *Empire* is also among the most addicting. It comes to the microcomputer market from the mainframe world, where for years it enthralled computer professionals (who probably should have been busy with other projects). Now, Interstel has ported it to MS-DOS (where it can reduce the productivity of personal computer users as well).

In *Empire*, you are the commander of a force of the United Galactic Alliance. Your task is to liberate all the cities on a planet which has been conquered by the evil Krellans. You have armies, fighters, battleships, transports, cruisers, submarines, and carriers to work with. You build them by capturing cities and forcing the inhabitants to produce something you need for battle.

When the game begins, you have captured one of the planet's 66 cities. The rest of the world is unknown to you. By sending armies, navies, and fighters into the undiscovered regions, you reveal new areas of the world. You have two opponents (who could be controlled by either humans *or* computers) and they, too, will be trying to capture the cities.

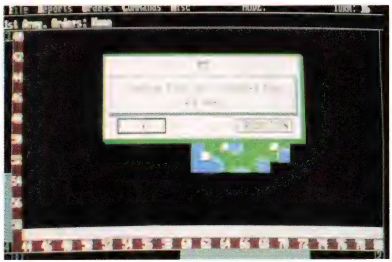
At first, it's easy. Take a city; produce a new unit. But soon you have five cities, and then ten, and suddenly you have armies defending shorelines, and navies carrying troops. Now what was once easy has become an almost unmanageable nightmare. But the nightmare keeps drawing you back, again and again and again.

Interstel

Hardware Requirements: IBM, Tandy, and compatibles; 512K minimum memory; EGA or CGA graphics; mouse optional.

This is the city production selection menu. Start by producing armies. But as the game progresses branch out to other items. You will need to change the kind of production in some cities as the game goes on.

By frequently checking the War Reports status window, you can better judge which weapons you should be producing, before your forces get too out of balance. The weapons production schedules also help.

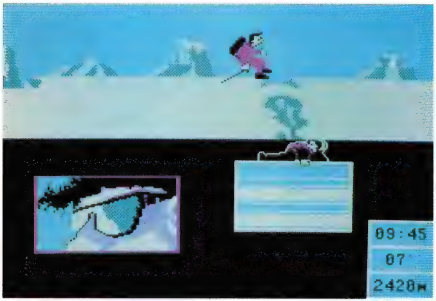


You will receive production reports like this throughout the game, at the start of each turn in which a unit has been completed. You can change what is being produced in a city.

HINT

Explore with your armies until the third army has been produced, then switch the first city's production to fighters while the armies find a new city to conquer. Always let new cities create an army or two (more if possible) to establish a strong defense for each city. Begin producing transports as quickly as possible, because you will get nowhere in the game without them.

FINAL ASSAULT



CGA screens shown

Maintain a steady left-right walking rhythm to keep from tiring when crossing glaciers. When you come to a break in the ice, test the surface to make sure it's solid, then jump over the break.

The six routes are indicated with a dotted line, and you can ask for a difficulty rating and approximate climbing time before you decide whether to forge ahead. You'll also choose the time and season of departure.

A lot of the items in your rucksack are unnecessary, especially for short climbs. But *always* carry crampons, straps, soft shoes, chalk, a helmet, and anorak. You'll use them on every climb, without exception.

Grab your rope and ice pins and head for the Alps in *Final Assault*, a mountain climbing simulation. The game takes you through a climb from the very beginning, when you're choosing your route and packing supplies, to the triumphant end, when you plant your flag on the summit of a mountain.

A training course will teach the basics of climbing, with suggestions about the correct way to scale rock or the right equipment to use when crossing a glacier. But after you're trained, you're on your own with six mountains to conquer. The easy "Footloose" climb should complete your training, but you'll have to be a real expert before attempting the "Side-Burner" mountain. You can also choose a combination of one to three different routes.

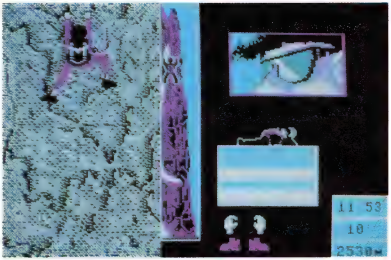
Your rucksack will be packed with up to 50 items, including crampons, pitons, warm clothing, a sleeping bag, a first aid kit, a flask, and food. You can accept the supplies the computer suggests, or pack your own. But keep in mind the terrain you'll encounter on any climb. You'll have to cross glaciers, climb ice, and scale rock.

Watch the character indicator on screen throughout your climbs. He'll tell you when you should rest, eat, or put on warmer clothes. Ignoring him means disaster. But once you've acquired the skills to master the different terrain, you can take on the hardest climbs. Just don't look down.

Epyx

Hardware Requirements: IBM PC and compatibles; 256K minimum memory; CGA or Hercules graphics; joystick optional.

Follow this routine when climbing on ice. Push up, down, the spacebar or joystick fire button, then down again. Hold down the keyboard button or joystick until your climber finishes moving before going to the next step.



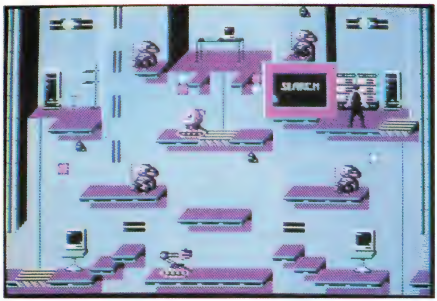
When you're climbing on rock, don't get your climber into a position where he can't use his arms. It's best to only move three limbs at once. Move both arms and alternate legs.

You get to plant a flag if you can make it to the summit. But you'll have to watch the indicators so you won't end up cold or tired. When performance is not top-notch, you risk ending up dead in a pile of snow.

HINT

Even if you're packing for a long climb, there are still supplies you won't need. Food, for example, is not that necessary unless you're attempting a combination of mountains. Do take a flask of water, but the rum or wine will just impair your performance. In addition to the essential items (crampons, straps, soft shoes, chalk, helmet, and anorak) take along two 20-meter ropes, three 40-meter ropes, and a hammock. You can only use the sleeping bag and the snow shovel to build an igloo if you are on flat ground.

IMPOSSIBLE MISSION 2

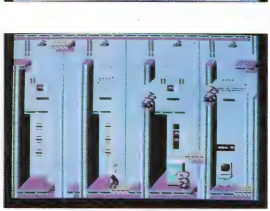


CGA screens shown

Each room you enter will have visible objects to search. Just turn toward them for five seconds or so and a power item or number will appear. If a robot attacks, you can retreat and then go back without losing time.

Power items include regular and lift platforms, light bulbs, time bombs, mines, and electric plugs that deactivate the robots for a few seconds. You can only select the items when you're in front of a security terminal.

Timing will be tricky in almost every room. Here, for example, you have to take the elevator to get over the wall, but you must jump out before getting squashed by the ceiling or fried by the robots' lasers.



Evil Elvin, the maniac mastermind from *Impossible Mission*, has taken over a skyscraper and filled it with deadly robots and computers in his plan to blow up the world. You're a Sam Spade from the 25th century whose mission is to destroy Elvin and the robots.

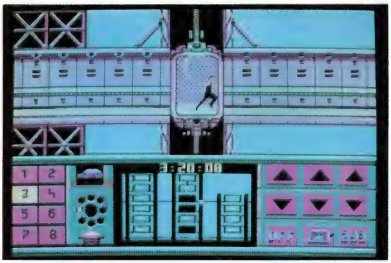
There are eight towers lying between you and Elvin. You have to find code numbers in each tower that will release the door to the next tower. You only have eight hours to complete your task, and each time you are killed by a robot, you lose eight minutes of valuable time.

You can also reach Elvin by breaking into safes in the first six towers. Each safe holds a piece of music. If you can string the pieces together in the right order and record them on the tape recorder you always carry, an express elevator opens and takes you directly to Elvin in the eighth tower. But each safe is guarded by a robot and must be blown open with a bomb.

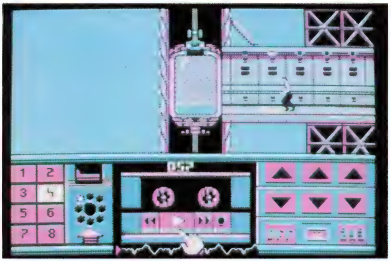
Search for numbers in each of the towers, as well as the items that will aid you in your search. The numbers, when entered properly into a combination, will open the next tower. Each tower comes up randomly, and each various numbers of rooms to explore. You can explore the parking garage, kitchen, gym, and other areas that Elvin has designed to keep troublemakers like you out of his way.

Epyx

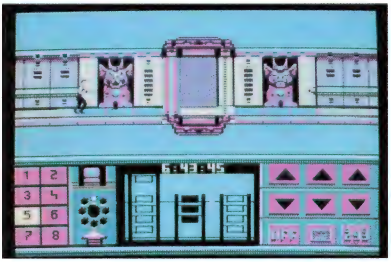
Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; CGA graphics; joystick recommended.



The split screen will appear when you're in the hallways or elevators. Study the layout of the tower you're in. Sometimes difficult rooms can be reached from the bottom and top so you can pick up more items.



If you can manage to open every safe on the first six levels, record the pieces of music you find in the safes on your tape recorder. When you put the music in the right order, you can take an express elevator to the eighth tower.



Putting the numbers you find in your search into the right combination will open the doors from one tower to the next. You'll have to go through all eight towers to find Elvin if this is how you plan to play.

HINT

In the long run, it will be easier to work through the eight towers than to try to break into the safes and assemble the music for the express elevator. Every time you find a number, go back into the hallway and find out if it fits into the combination. You can put it in any position and run it through your pocket computer. When a number matches, the word "found" will flash. When you find all three numbers, "complete" will appear and you can move to another tower.

MANHUNTER, NEW YORK

EGA screens shown

A computerized device lets manhunters track their prey. Printed maps and building plans are included for extra help. Photocopy them so you can write down clues flashed on-screen by your tracker.

The clues in *Manhunter* are not sequential. It's important to know the identity and occupation of this unfortunate victim, but not until much later than the day on which you discover his remains.

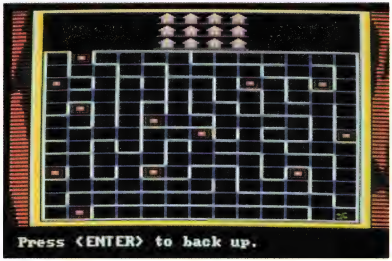
Manhunter features many games-within-games. When you master this knife-throwing contest (it's a matter of timing rather than aim), the bartender will show you a vital clue.

Part quest, part intricate puzzle, part arcade game, filled with black humor, and tinged with Orwellian satire, *Manhunter, New York* is fresh, provocative, and visually striking. The time: early in the 21st Century. A sinister and mysterious alien race, the Orbs, has conquered Earth, leaving New York City as a reservation for humans. Certain humans, however, are recruited by the alien dictatorship to monitor subversive activities. The player must make decisions — between good and evil, although as in life it can sometimes be tricky to tell which is which. But these decisions will change the game's outcome.

The graphics in *Manhunter* are exceptional. Much of the action is shown from the main character's point of view. Colors are lurid and disturbing. Sudden zooms and some gruesome close-ups add to the drama. Just when the game seems most grim, however, a sudden burst of manic humor comes along to remind you it's *only* a game. The decaying New York locations look authentic, and players familiar with that city may experience *deja vu*. Both the alien overlords and the post-punk human subculture are simulated in fascinating detail. *Manhunter* has powerful atmosphere, plenty of action, brain-teasers galore, and a wonderfully skewed sense of the world.

Sierra On-Line

Hardware Requirements: IBM, Tandy, and compatibles; CGA, EGA, 16-color Tandy, MCGA, VGA, and PCjr graphics; joystick optional; 3.5-inch and 5.25-inch disks included.



Mastering the pinball-maze game is fun and more challenging than it looks. Be sure to keep track of the shortest path through the maze, because you'll need that information later.

Some of the action is underground. Keep your wits about you, and think back to earlier mazes in the game, or you'll wander in the sewers for days.

Neon-haired punks attack in an alley! The one with the pistol is the deadliest. You can beat him by watching his hand movements.

HINT

Manhunter, New York is loaded with visual and symbolic clues. Pay close attention to details and to the people you encounter. Many objects may be useful for more than one purpose. Be alert for unusual occurrences, repeating patterns, alternate meanings. When you solve the pinball-kewpie doll game, for example, you should make note not only of the correct path through the maze, but also the order and sequence in which the kewpie dolls get knocked down.

MEAN 18

EGA screens shown

To shoot, press the spacebar three times: once to start your backswing, once again to bring the club to the ball, and a third time to control the accuracy of your shot. Watch your upswing. Go too far and you'll overpower your shot.

As you gain experience, you might be able to use hooks and slices to your advantage. Here, for example, deep rough lies straight ahead, but if you can hook the shot slightly, you'll land on the fairway.

The computer lines up each shot for you. But when you change the line of the shot, you move the entire teeing area to the right or left and make allowances for any tendency to hook or slice.

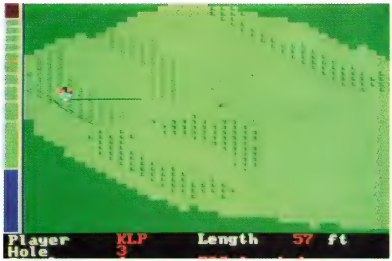
Mean 18 is one of several good golf games available for MS-DOS computers. It comes packaged with the first of four (thus far) *Famous Course* disks, which allow you to choose from 12 well known courses, including St. Andrews, Pebble Beach, Augusta International, Inverness Club, Harbour Town, Kapalua, Los Colinas, and Muirfield. If you're not satisfied with the courses offered, *Mean 18* has a design module that lets you build your own.

The game can be played by up to four players. Each enters his or her initials in the line-up card, and each chooses from beginner or expert level. In beginner mode, the player's caddy suggests clubs for him, while in expert mode, club selection is up to the player. Other choices include match play or medal play, and the use of pro or regulation tees. Before starting a game, you can work on your putting or driving, and you can get some practice on one of the course's more troublesome holes.

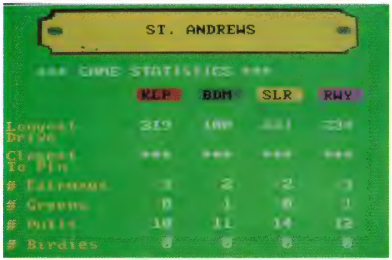
Each hole begins with an overhead view. Before teeing off, study the tee, the green, the shape of the fairway, the length and par of each hole, and the obstacles separating you from success before you tee off. It takes split-second timing to make a successful drive, and putting is no easier. But the top ten players on each course with scores under 100 will make it to the Hall of Fame.

Accolade

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, Tandy, RGB, mono or composite graphics; mouse or joystick needed for Course Architect.



Pay attention to the slope lines on the green. The ball will break in the direction of the arrows. For this shot, you'll have to putt hard enough to get past the first breaks, then the ball will roll toward the hole.


ST. ANDREWS
*** GAME STATISTICS ***
KLP BDM SLR RWY
Longest Drive 319 189 221 234
Closest To Pin *** *** *** ***
Fairways 3 2 2 3
Greens 0 1 0 1
Putts 10 11 14 12
Birdies 0 0 0 0

After every several holes, study the statistics. They give you an indication about which elements of your game need work, and which show improvement. You can even print a copy of the stats for future reference.

Get to know the characteristics of each club with the club distance table in the instructions. You'll rarely match the maximum distance for any club, though, so select according to the lower number.

HINT

By all means start by hitting a bucket of balls and then practicing your putting, but get onto a course as quickly as possible. Play the first game with only you in the group, or better still play the role of two or three people. Start with the beginner level and regular tees, then move to the more difficult levels as soon as you understand how to play the game. Then try all the courses available on the disks. Find one you like best, and master it. Just as in real golf, nothing feels better than an birdie or an eagle.

PHANTASIE III: THE WRATH OF NIKADEMUS

CGA screens shown

Your adventure always begins in the town of Pendragon, where you choose a party of six for your quest. Visit the bank to withdraw money with which to equip your characters for the long journey ahead. However, you can withdraw money in any town.

When starting out, be sure you buy at least a couple of scrolls from the armory. They will give you information about the layout of Scandor and clues about the nature of the game.

When encountering enemies, arrange your band so that the hardiest fighters are in the front ranks, and the less powerful in the middle or rear. For example, Ariel, the Wizard, should be in the back.

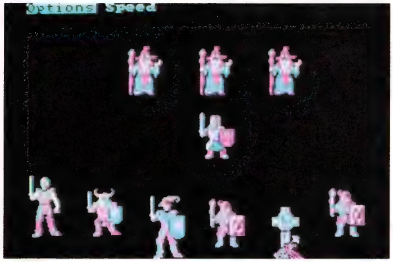
Welcome to Scandor, a continent packed with enough monsters, evil wizards, vampires, trolls, zombies, and high demons to thwart even the bravest adventurer. Whether you're new to fantasy role-playing games or consider yourself a master, you'll likely be captivated by *Phantasie III*. And you need not have played the first two games in this series to thoroughly enjoy the scenario. In fact, *Phantasie III* improves on the first two games, especially in the combat area.

You create six characters who form a daring band of adventurers. You pick them from humans, elves, dwarfs, gnomes, halflings, and a host of random creatures. Make sure that collectively your characters have a broad range of strengths and abilities. You'll need that as you take on Nikademus, the Dark Lord. You will wander throughout Scandor, visiting towns, inns, and dungeons. And at every turn, you will meet with a wide array of creatures. Some will be friendly, but most will be after your hide.

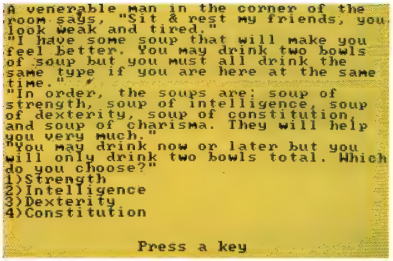
As your hearty band travels, its members will gain experience, fighting ability, money, magic spells, weapons, and other abilities and items. If you lose party members, you can recruit replacements in each town you visit. Map your way as you go, and you'll soon get a sense of the size and scope of your playing field. *Phantasie III* is an exceptionally well-conceived adventure game, and one that's as accessible to beginners as it is fun for experienced gamers.

Strategic Simulations, Inc.

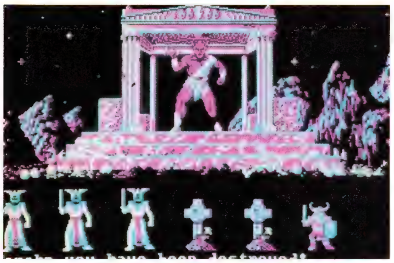
Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; CGA graphics.



Zephyr is dead and Chang is down after this party tried to take on three mages and a knight. Wise adventure parties learn very quickly which strangers are the most powerful and which can be challenged.


A venerable man in the corner of the room says, "Sit & rest my friends, you look weak and tired."
"I have some soup that will make you feel better. You may drink two bowls of soup but you must all drink the same type if you are here at the same time."
"In order, the soups are: soup of strength, soup of intelligence, soup of dexterity, soup of constitution, and soup of charisma. They will help you very much."
"You may drink now or later but you will only drink two bowls total. Which do you choose?"
1)Strength
2)Intelligence
3)Dexterity
4)Constitution
Press a key

In a small house in the northeast corner of Scandor, an old man will give you a chance to increase your party's attributes. Try this early in the game.

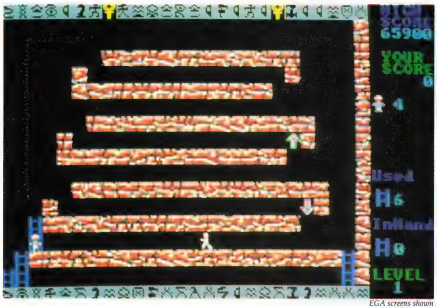


On the Astral Plane, your defeated party can be resurrected or turned into the Undead so that they can go back to Scandor and rejoin your band. Not all the characters will be able to return, however.

HINT

It is very important that you balance your party with different races (humans, dwarfs, elves, etc.) and with different classes (fighters, monks, priests, and others). When you first start playing, it will take some time before you see how members of your group complement one another in fighting, casting spells, healing, and other elements of game play. For your first quests, use the six pre-generated and pre-equipped adventurers you find in the Guild. That's a fairly well-balanced party with which to start.

PHARAOH'S REVENGE

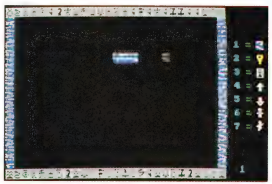


EGA screens shown

The first level presents you with the same problems and challenges that you will face at later levels. Start by placing a ladder at each end of the bottom level. This kind of back door gives you an escape route if the mummy is trying to corner you.

The options screen at the start of the game shows you just how many different ways you can play *Pharaoh's Revenge*. It's best to stick with the Beginner's game until you get a feel for the strategy of placing ladders.

This is the Construction Set screen, from which you can create any kind of layout. Here, the first part of a level has been started. There are hundreds of variations you can try, which gives this game an even longer play life.



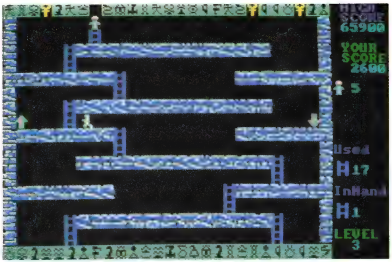
MS-DOS computers have never been famous for having fast graphics, and consequently most of the really good shoot-em-ups and chase games are found on other systems. But one exception is *Pharaoh's Revenge*, an arcade-style action game that holds its own against the classics available elsewhere. Sort of a cross between *Pac-Man* and *Donkey Kong*, *Pharaoh's Revenge* is fast, entertaining, and addictive — just like a good action game should be.

The goal in *Pharaoh's Revenge* is to raid relics from an ancient Egyptian tomb. To move from passage to passage within the pyramid, you must place ladders at strategic points. You can only carry a limited number of ladders, but there are plenty more stashed on the ground floor. The whole expedition would be ridiculously easy but for one complication — you are relentlessly pursued by an ancient mummy who is bent on revenge.

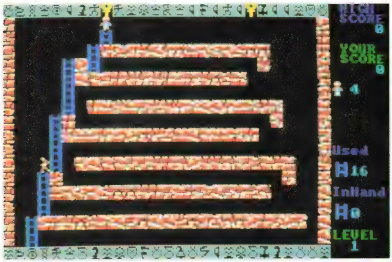
As the mummy chases you through the passages, your only hope is to elude him by climbing and descending the numerous ladders you've placed. The mummy isn't too smart — after all, he's been brain-dead for centuries — but occasionally you'll find yourself trapped in a corner with no avenue of escape. If you do succeed in evading the mummy, you can advance to the next level of play with an extra life by collecting all the gold ankhs found in the current chamber.

Publishing International

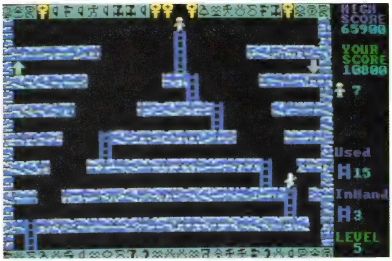
Hardware Requirements: IBM, Tandy, and compatibles; CGA or EGA graphics; Apple II disk included in same package; joystick optional.



Get all of the ankhs on each level so you can advance to higher levels. And make sure the ladders you build don't box you in without an escape route. The explorer has grabbed one ankh here, and now has three more to reach.



In the Challenge game, you have a limited number of ladders available in your quest for the ankhs. If you waste ladders on this level, you will never have enough to reach both ankhs.



As you can see, ankhs vary in number and in placement. Even if the route to the ankhs is easy, that doesn't mean that getting them will be a snap. Use the Pause button to plan your route before you start placing ladders all over the place.

HINT

Before each new round starts, the action stops until you press a key (or a joystick button). Use this respite wisely. Every chamber in the pyramid has a different layout of passages, and the gold ankhs must be reached in a different way. Figure out ahead of time how you'll place your ladders in order to erect the shortest possible path to the relics, and don't forget to plan some emergency escape routes, too. This is better than hastily figuring out your strategy while being chased by the mummy.

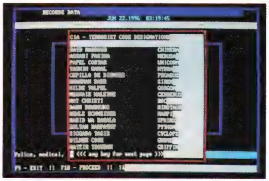
THE PRESIDENT IS MISSING

EGA screens shown

The kidnappers sent this picture to prove the President is still alive. Take advantage of the zoom capabilities of each picture. They reveal details such as the time difference on the President's and the captors' watches.

Studying the abduction scene will help clear up the sequence of events from the audio reports you already have. Note the time the events took place and the positions of the helicopters.

Among the documents on the terrorists you have at your disposal is a list of their code names. It's important to remember. Dossier information on these terrorists is also in the CIA files.



It's a worst-case scenario for the CIA: In the middle of an economic summit meeting, terrorists kidnapped the top leaders of the world. The powers behind the kidnapping are unknown, but the terrorists' demands have the world on the brink of nuclear war.

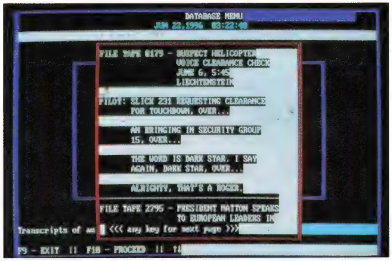
You are a valued member of the CIA's counter terrorist branch. The files and computers of the agency are at your disposal, and the fate of the world is on your shoulders. You'll have to study all the information at your disposal, delving through the extensive data on known terrorists, terrorist actions, newspaper photos, wiretaps, and audio transcripts of the crime. There are several agents you can send into the field to infiltrate key areas. Guidelines and hidden clues will come to your attention via office memos, and news bulletins are a vital source of information as well. Your fellow government officials are under suspicion, too, so don't neglect them as you check the dossiers of suspects and possible key players.

The suspense mounts as time draws short. The world will fall into chaos if the leaders are killed, but already your deductive skills are stretched. Then you find the code phrases that open the top-secret files. At that point you discover *much more* is at stake than the lives of the world leaders.

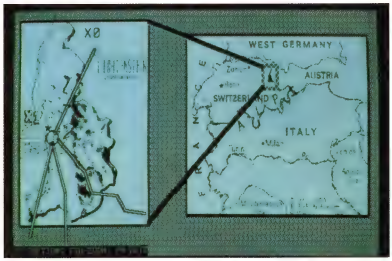
Cosmi

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, and Hercules graphics; audio cassette included.

Take notes on the information provided by the dossiers. You should get a physical description as well as terrorist acts, group contacts, and last known whereabouts. Different groups might be working together.



The conversations of the helicopter pilots during the abduction also hold valuable information. If the terrorist pilot knew the correct passwords, from whom did he get his information?

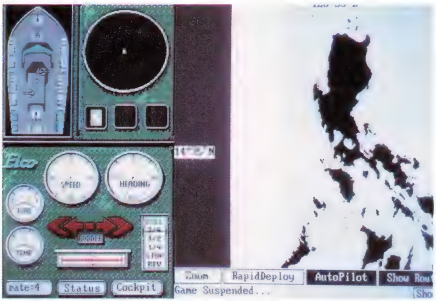


Remembering the time difference between the President and his captors, plot possible escape routes the terrorists might have followed. If you can find one of the world leaders, it's fairly simple to solve the game from there.

HINT

Finding the president and the other leaders requires code-solving abilities. For example, by listening to the cassette, you'll hear a Morse code message. To decode the message, select "cryptographics" from the main menu, then the Morse option. You'll have to type in the message yourself, using your keyboard as a telegraph. The codes for access to the top-secret files are cryptic messages you'll discover in the text somewhere, but it's not explicitly revealed that they are codes. Also, it's better to solve easy cryptograms yourself rather than waiting for the CIA equipment.

PT-109

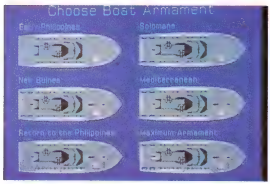


EGA screens shown

Map views show the overall patrol area (a 600-mile radius) and a tactical view of 30 miles. Watch for fast-moving blips (air attacks). Switch to the cockpit view and engage with machine guns.

Sound effects, tracer-bullet graphics, and realistic target damage make for exciting gun battles. Fire short bursts, or your guns will overheat or run dry. Reloading the 20mm cannon takes six seconds, and a 40mm gun takes nine.

Your PT packs a wallop, with rockets and depth charges as well as torpedoes and cannon. Remember to "lead" torpedo targets, but don't lead rocket targets — just point the bow and fire.



1943: It's a moonless night in The Slot; the Southern Cross is bright above the starboard bow. You've been radar-stalking a Japanese convoy for two hours. Now it's in range. Mufflers off, full speed ahead! Engage with torpedoes and cannon!

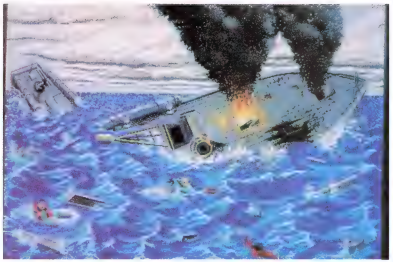
Small-boat naval actions make for ideal computer simulations. Several successful ones have been marketed in recent years. Now add to that list *PT-109*, Spectrum Holobyte's new follow-up to their popular *GATO* submarine simulation. *PT-109* gets high marks for its blend of realism and playability.

There are scenarios for 45 different missions in four theaters of war, including such specialized options as landing commandos behind enemy lines or ambushing German E-boats in the Adriatic Sea. Graphics are impressively detailed: When you first sight a target, it is just a dark shape. As you close range, enemy ships acquire shape and definition. Switch to binocular-view and the targets leap closer. Fire a flare and night turns into day for a moment.

PT-109 accurately recreates the speed and drama of torpedo boat battle. One scenario that should become a players' favorite — barge-busting off New Guinea — is spell-binding. The feel of the sudden, furious, close-range night engagements (so vividly described in first-person accounts of actual PT-boat warfare) is especially lifelike. PT-109 offers armchair skippers plenty of action.

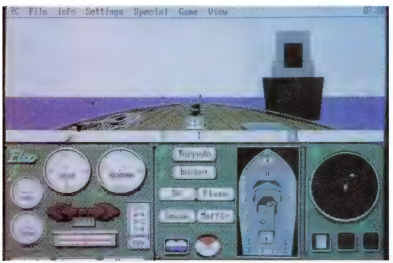
Spectrum Holobyte

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA or CGA graphics; mouse optional.



PTs take damage from a variety of causes, including mines, reefs, and ramming. Check your status screen for damage reports, and remember that rudder and prop damage cannot be repaired unless the boat is stopped.

When withdrawing after an attack, turn on your smoke generator. Smoke screens confuse enemy gunners and can help you get out of an otherwise tight spot. You have 470 seconds' worth of smoke.



Attack sighted subs right away. Any delay diminishes your chance of hitting them (they always dive if given the chance). Use torpedoes on partly submerged subs and fire the 40mm cannon at conning towers.

HINT

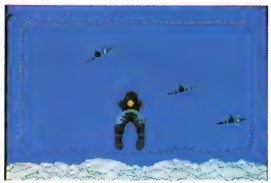
Your most demanding task will be an attack on a large enemy formation. Some tactical tips for a successful "fleet attack" are: Stay quiet to get close — use your muffler until the shooting starts, then throw 'er wide open. "Fan" your torpedo salvos to hit as many targets as possible. Always make smoke to cover your retreat — it spoils enemy gunners' aim. If a destroyer is close on your tail, roll some depth charges in his path...a desperation tactic, but sometimes it works.

ROCKET RANGER

EGA screens shown

You have five agents spread out over the globe at the beginning of the game. Move the agent out of Germany and also relocate any that are stationed in South America. The critical areas are Africa and the Middle East.

Sometimes in your flights to other countries, you'll encounter enemy aircraft. When you enter a dogfight, don't cross the path of a plane. The trick is to find an angle where you can hit them, but they can't hit you.



You should travel to South America and Canada first, searching for rocket plants and setting up Resistance forces. When you find a plant, you'll have to defeat the Nazi guard before the door to the base will open.

Inspired by those mad scientist classics and old space serials, *Rocket Ranger* transforms you into a 1940's hero sent a gift from the future — but it's a future in which the Nazis won World War II.

A group of scientists have sent you a jet-propelled rocket suit, a ray gun, and a decoder wheel from the 21st century. It doesn't sound like much when you realize that you must save the world from galactic Nazism.

The Third Reich has kidnapped a scientist and his daughter in their efforts to mine lunarium, a power source found only on the moon. They're also using mind-control machines to turn huge portions of the world's population into zombies. Can you stop them?

Work with your agents throughout the world to locate the Nazi rocket bases. If you can find enough spare parts to build your own rocket, you can travel to the moon yourself. You also have to rescue Professor Barnstorff and his daughter before the Nazis take him to the moon and turn Jane into a zombie.

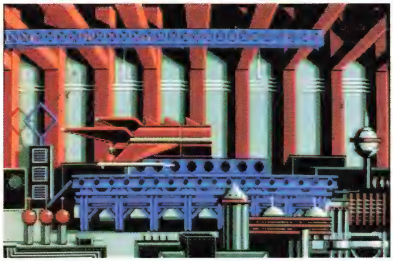
You can travel anywhere as long as your lunarium supply holds out. If you can find the Nazi jungle and desert bases, you'll be able to tap into their hidden lunarium. Then nothing will stop you from defeating the evildoers and making the world safe for democracy.

Cinemaware

Hardware Requirements: IBM, Tandy, and compatibles; 384K minimum memory; EGA, CGA, and Tandy 16-color graphics; joystick recommended.

You have three chances to rescue Prof. Barnstorff — from a Zeppelin, from a German bomb base, and from the secret desert base. You've got a lot of work to do first, so don't rescue them until they reach the desert base.

The jungle base is located somewhere in South America or Africa. Shots will come from the temple windows at left and right angles and straight ahead. Avoid the first shot, then stand there to destroy the window.

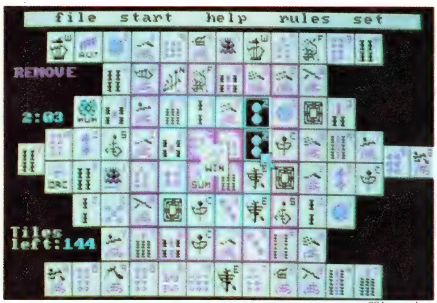


Your agents will infiltrate countries and find rocket bases for you. You can find spare parts at each base and send them to Washington to build your own rocket. But it takes 500 units of lunarium to reach the moon.

HINT

Don't always take the advice of your agents. They'll sometimes suggest bad strategic moves. Center your agents in Africa and the Middle East while you search South America and Canada for rocket bases and the jungle base. Then move an agent to South America to set up the Resistance. South America is the last place the Nazis will conquer, so by the time they arrive, the Resistance should be strong.

SHANGHAI



CGA screens shown

The best tiles to remove are, naturally, those with other tiles under them. If you use up all the edge tiles, you'll be stuck with a lot of tiles trapped with no way to release them.

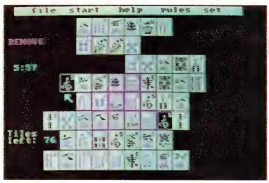
In ancient China, the game Mah Jongg was the obsession of kings and sailors alike. Now, three thousand years later, a similar game of matching tiles is the basis for *Shanghai*. There are 144 tiles in seven different suits—dots, bam, crak, dragons, winds, seasons, and flowers. The tiles are set up in a certain pattern, known as a *dragon*, so there are single tiles along the edges and stacked tiles in the center. Find tiles that match and remove them. The object is to remove all the tiles.

The computer will shuffle and arrange the dragon at random. You can only remove two matching tiles at a time, and only tiles that are "free" (not boxed in by tiles on both sides). Any two season tiles or any two flower tiles will make a pair, but the other tiles have to be matched exactly.

Shanghai also offers four ways to play. One person can choose solitaire and have a different dragon for every game. For team play, any number of people can participate and take turns removing tile pairs from the same dragon. Identical dragons are used over and over again in tournament play, with any number of people vying for the top five scores, which are then recorded. And in challenge play, two players work under a time limit to remove tiles from the same dragon.

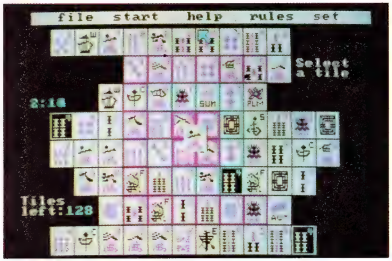
Activision

You can test a friend in *Shanghai* to see who's best. Use the same dragon in tournament mode and see who is can remove the most tiles. Just make sure your friend leaves the room while you're playing.

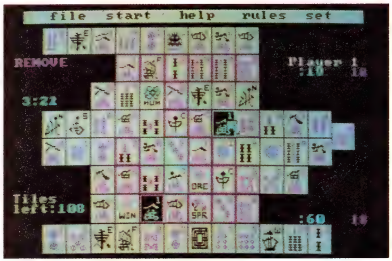


Use the help feature if you're stuck, or if you are just learning the game. You can delete a mistake from prior moves, see a move if you can't find one, or peek under the tiles if you're willing to forfeit the game.

Hardware Requirements: IBM, Tandy, and compatibles; at least 256K of memory (or 128K with a PCjr); CGA graphics; joystick optional.



The help feature will reveal possible moves one by one. If three tiles are available, seen here, plan ahead by looking at the tiles each 4 bam would free. Then remove the two tiles that will mean the most future moves.



In the challenge game, you have to work against an opponent and against the clock. You are given a specific time to find and remove a matching pair — either 60, 30, 20, or 10 seconds.

If you haven't been able to win any of the games in solitaire, choose the file feature from the menu. Several games that can be beaten are stored, listed as WIN1, WIN2, etc. You'll still have to be clever to win, though.

HINT

When starting a new game of solitaire, the first tiles you should try to remove are the tiles on the sides that block two rows, and the tile in the center which blocks four stacked tiles. Then try to get rid of as many of the stacked tiles as you can, matching them with other stacked tiles if possible. Working this way by proceeding from the center outward, you stand a much better chance of winning the game.

STARFLIGHT

EGA screens shown

Before landing on a planet or recommending it for colonization, make sure it can support life. Heavy fines are levied on those who recommend planets with ammonia atmospheres, crushing gravities, or arctic temperatures.

Androids don't need training, so you can save money early in the game by hiring one or two. But later on, you should replace them with other life-forms — such as the Elowan, valuable for medicine and communications.

Concentrate on earning money early in the game by mining. Planets near your Starport (such as the outermost planet of the neighbor star system at 123,107) should help you fill your cargo hold — and your bank account.

Starflight is a game of galactic exploration. You take the role of the commander of a spacecraft, beginning with a small ship and eventually earning enough money to upgrade it or to buy a new, more powerful vessel. Along with five crew members — specialists in science, navigation, engineering, communications, and medicine — you travel from star system to star system searching for life-forms, artifacts, and the causes of the mysterious disappearance of a former mission.

Starflight's strength is its richness. There are over 800 planets to explore in 270 star systems. The game boasts seven alien races, each with its own language and culture. You can approach these races in a friendly, hostile, or obsequious manner, then question them about the ancients, the old empire, other races, or themselves.

Each planet has a unique climate, gravity, atmosphere, water component, atmospheric activity, and mineral component. Twenty-two different types of minerals can be found among the seven planetary classes, as well as many can artifacts and life-forms.

There are four official ways of raising money: selling minerals, artifacts, or life-forms and life-form data, or recommending worlds for colonization. In addition, there are several undocumented ways of making money to carry on exploration. As the game progresses, new challenges open up, and you gain staggering amounts of information.

Electronic Arts

Hardware Requirements: IBM, Tandy, and compatibles; EGA, CGA, or Hercules graphics; 5.25- and 3.5-inch disks included; blank disks required; clue book available.

Three levels of maps on the planetary surfaces direct you to the minerals, settlements, and ruins. If you happen to get separated from your spaceship or wonder about the proximity of life-forms, they are shown as well.

Some alien races are easily provoked. But if you ask sensible questions, they'll give you the information you need. Some aliens react to your attitude. Fawn over the Velox, and they'll help you.

You can earn money by collecting alien life-forms from different planets. Before you pick them up for cargo, though, remember that they pose dangers. Even the most harmless *looking* alien can attack.

HINT

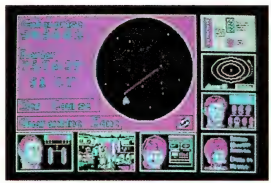
Go to the operations module at Starport every time you return, and read the notices. They are vital for a number of reasons, but primarily they direct you to new areas of exploration. They also keep track of the game's plot. Jot down all locations in a notebook for easy reference as your explorations continue. Make use, as well, of the Captain's log while on the ship.

STAR TREK: THE REBEL UNIVERSE

CGA screens shown

There are at least eight ways to win in *The Rebel Universe*, including destroying the mining control console or the Klingon psimitter console. One of the easiest ways is to capture the Klingon Admiral.

To capture the Admiral, first go to the Rariar system at 75.74.39. It is a Klingon system, so be prepared for an attack as you enter the area.



Once you've entered the system, have Spock analyze each planet until he finds one that is life supporting. *Never* try to beam down to a world that cannot support life.

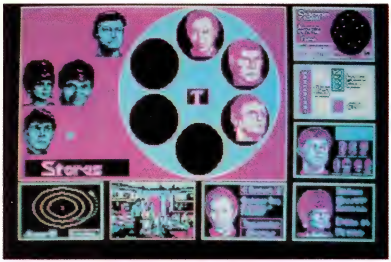
The Sagittarius Arm area of the galaxy has been declared a Quarantine Zone by the United Federation of Planets. Twenty starships have entered the area, and all have rebelled against the federation. The *U.S.S. Enterprise* has been sent on a five-year mission to squelch the mutiny. But the federation erected a Klein Sphere around the entire zone. No material object can penetrate the powerful sphere. Should the *Enterprise* fail, it will be trapped inside the renegade zone forever.

It doesn't take long to find out that the Klingons are behind the mutiny. They have discovered dilithium delta 6, a telepathic amplifier found only on Dekian II. A "psimitter" is used to carry the Klingon rebellious messages to starships, the power of warp drive increasing the strength of transmission. The psimitter uses up tremendous amounts of energy and is not portable, though Klingons have been known to carry dilithium onto starships under cover of a white flag.

As Captain James T. Kirk, you must pilot the *Enterprise* throughout the star systems within the Quarantine Zone. Establish orbits around life-supporting Klingon, Romulan, or Federation planets and transport down, searching for clues or valuable weapons to aid in your mission. There are several different plot outlines you can follow to conquer *The Rebel Universe*. If you've already captured the Klingon Admiral, try destroying the psimitter console.

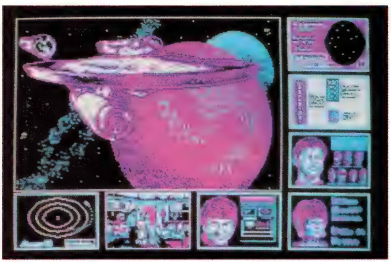
Simon and Schuster Software

Hardware Requirements: IBM, Tandy, and compatibles; CGA or Hercules graphics; mouse and joystick optional; 5.25- and 3.5-inch disks included.



In the transporter room, you can choose six crew members to beam down to the planet, though you will rarely need that many. Each person you take, however, can help with different kinds of advice.

On the planet, get past the janitor robot and you'll find a tachyon gun. Spock's analysis shows that it can be used on a blast door, so have it beamed aboard with your landing party.



Travel next to Xuxiaz at 45.89.44, another Klingon system. On this world you'll be blocked by two doors before you'll find a soma emitter, which can be used on a Klingon guard or Romulan centurion.

HINT

Continuing on to Zarlioz I (48.24.49), you'll encounter a force-field generator, a janitor robot, and two doors before finding another soma emitter. Then go to Xuziol I (72.47.44). Take Kirk, Spock, McCoy, Scott, and Sulu. Get past the security bomb, then use the tachyon gun to blast through the door. Sulu and Spock can use the soma emitters to stun the Klingon Imperial Guards, and then the Klingon Admiral can be beamed aboard. You'll all live long and prosper.

ULTIMA V

EGA screens shown

Each village has its own distinct character. Visit each building (some have more than one level) and converse with as many citizens as you can. Anyone could have a clue.

The local pubs are a good place to pick up bits of gossip. If the barkeep seems reluctant to talk, a piece of gold may loosen his tongue.

Kirby
Shamino
Iolo
Gwenno
Toshi
Julia
Fitl G:95
4-21-139
Welcome to the Mayforce Tavern! I am Tika. Care to get smashed or chat?" Yes
"What'll it be...? A leg of our tender roast Mutton, a tankard of Ale, or Rations for thy travels?"
>North Winds<

When night falls on the land, darkness literally closes in on you and travel becomes dangerous. Hole-up in camp, but always post a sentry or you might not wake up.

Ultima V is a richly textured fantasy role-playing game set in a Tolkeinian alternate universe. Its premise: the land of Britannia enjoyed a golden age until its avatar-king, Lord British, vanished while on an expedition to explore a vast underground cavern. The government was taken over by the once-honorable Lord Blackthorn, but he has been made evil by the powerful and sinister Shadowlords. The player's quest: Find Lord British and restore him to the throne.

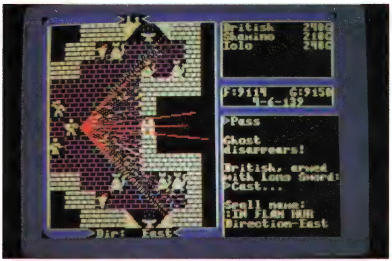
The amount of creative detail lavished on *Ultima V* would do credit to an epic novel. Both 3-D and bird's-eye graphics are used, and even the big-scale views are delightfully smooth, colorful, and free of blockiness. Much knowledge is needed to succeed, but game-play is seductively easy, and expertise comes automatically. If you're killed (and you will be), mysterious forces resurrect you. Combat scenes combine splendid vibrancy with blessedly simple mechanics.

What really makes the game treasurable are its quieter virtues: animated citizens who go about their daily business as merchants, innkeepers, etc., until and unless you speak to them. And clocks tick, mirrors reflect, brooks babble. *Ultima V* stands out in a crowded genre.

Origin Systems

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA, 16-color Tandy, CGA, or Hercules graphics.

Horses are a help, but don't forget to leave yours at a hitching post inside the town gates. Otherwise it will wander off while you conduct your affairs and explorations.



Magic spells can be very powerful. Do not concoct new recipes unless you know what you're doing, even though the game gives you that option by supplying 24 magic syllables.

Certain poisonous monsters like to mimic treasure chests, but these monsters are stupid and impatient. Wait a moment before opening them and they may reveal themselves. Then kill them and take the real treasure they hide.

HINT

All signs, directions, and maps are in runic, and certain letters look different on screen than in print. Take the time to become familiar with them and to locate and label, in English, all the major terrain features and towns on the tapestry map of Britannia. This can save you game-days of wandering in circles. Keep a log of clues, even ones that at first make no sense. You can't possibly keep them all straight otherwise.

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Each module includes an easy-to-understand guide PLUS a 5¼" floppy disk containing typical programs and interactive instruction that you can run on IBM PCs, PC compatibles and Commodore 64 and 128 computers for hands-on experience.

In the first Module, for example, when your sample program (Declining Interest Loans) appears on your screen, you'll find errors on certain program lines. You'll also see that the program is only three-quarters completed.

Now comes the fun part. You'll discover how this program is built, and in the process you'll learn how to identify and correct errors. And by the end of Module 1, you'll actually have completed this program yourself.

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WASTELAND

you.
Sluggish water swirls around your
legs. It stinks and is slippery, but
the rope helps you wade across.
USE: ENC: ORDER: DISBAND: VIEW: SAVE: RADI

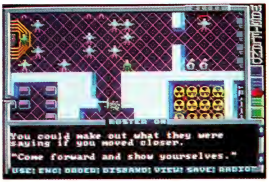
EGA screens shown

You will need a high-level swimming skill (5 or above) or a rope to cross the deadly currents that flow through the sewers of Las Vegas.

If you conquer the Chessboard of Death in fewer than 30 steps, you can reach the Island of the Blood Priest. Lucky you.

Blood Priest
Strayed from the sacred path? Strag
again and pay the price!
From each of the corners of the grid,
fortified structures leaping
tremendous laser turrets rise through
USE: ENC: ORDER: DISBAND: VIEW: SAVE: RADIO

To save yourself hours on the golf course, offer the true Bloodstaff to Charmaine on the altar of the Temple of the Servants of the Mushroom Cloud. A secret door will open.


Blood Priest
You could make out what they were
saying if you moved closer.
"Come forward and show yourselves."
USE: ENC: ORDER: DISBAND: VIEW: SAVE: RADIO

Wasteland is a richly detailed role-playing game set in the southwestern U.S. following a nuclear war early in the 21st century. Although it's easy enough for beginners to play, the game is designed to offer plenty of depth and innovative game play for experts as well.

Wasteland was developed by Interplay Productions, the same group that created the popular *Bard's Tale* adventure series. As in the *Bard's Tale*, you create a party and set off on a quest or mission. But in *Wasteland*, you're facing a radioactive landscape full of mutants and other strange inhabitants. You carry pistols, rockets, submachine guns, and laser weapons, and you develop your characters' collective as well as individual skills.

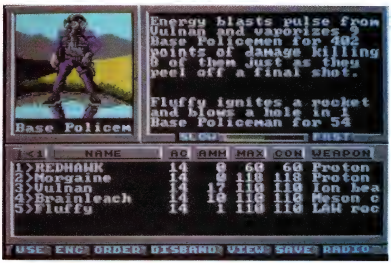
Along with the other Desert Rangers, your goal is to help rebuild civilization and stop the marauding mutants. So far, it sounds familiar enough. But you'll quickly discover that *Wasteland* has fascinating features. For one thing, it is a "permanent" fantasy world — changes and decisions you make stay that way. For example, if you use or destroy something, it won't suddenly reappear later for your use. And the game's world is so large that you can play all the way to the end and still not have seen many of the places that exist. *Wasteland* is designed so players can return to the world later and explore the areas they missed earlier.

Electronic Arts

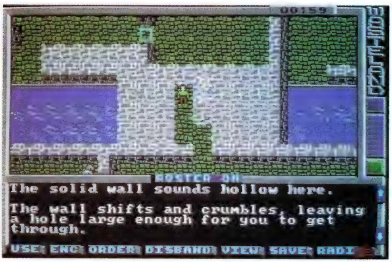
Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA, CGA, or Tandy 16-color graphics; mouse optional.

ROSTER ON
You stand in the middle of a wide asphalt road in a rundown neighborhood.
Leaving Downtown.
USE ENC ORDER DISBAND VIEW SAV RADIO

Make sure you have a Geiger counter when exploring new places, so that radioactivity doesn't fry you. At night you can see the radioactive canisters glowing.


Energy blasts pulse from Vulnan and vaporizes 2 Base Policemen for 402 points of damage killing 8 of them. Just as they peel off a final shot.
Fluffy ignites a rocket and blows a hole in 1 Base Policeman for 54
Base Policem
SLOW FAST
NAME AC AMM MAX CON WEAPON
1>REDHAWK 14 0 60 60 Proton
2>Morgaine 14 0 118 118 Proton
3>Vulnan 14 17 110 110 Ion bea
4>Brainleach 14 10 110 110 Meson c
5>Fluffy 14 1 110 110 LAW roc
USE ENC ORDER DISBAND VIEW SAVE RADIO

If you plan to take on the Base Police in Darwin, make sure your party has plenty of body armor — Kevlar armor or rad suits at least.


00159
ROSTER ON
The solid wall sounds hollow here.
The wall shifts and crumbles, leaving a hole large enough for you to get through.
USE ENC ORDER DISBAND VIEW SAVE RADI

Some walls you encounter during the game are not solid. Hang onto a few shovels so you can dig your way through these walls when you find them.

HINT

Wasteland has a multitude of puzzles, subplots, and characters. You need to learn how and when to split up your group (with the Disband command) so more than one task can be carried out at the same time. Also, your characters develop their abilities and skills as the game goes on and it will take awhile to understand how to work with them most efficiently. A "Paragraphs" booklet that comes with the game gives you additional information and hints as you play.

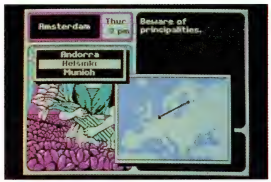
WHERE IN EUROPE IS CARMEN SANDIEGO?

Amsterdam
Thur
10 am
Amsterdam is the capital of the Netherlands, but the seat of government is located at The Hague, 34 miles away. Amsterdam is a cosmopolitan city, known for its
nt lifestyles.
Question Witness
Search Scene
Call Tipster
vestigate
e Notebook
Visit Crime Lab
Go to Airport

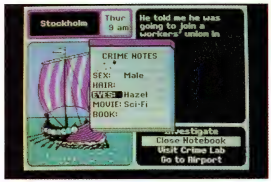
CGA screens shown

After your first few cases, some of the clues will start to repeat themselves. You might want to jot down unfamiliar cities such as Riga or Sligo so you won't have to look them up each time they appear.

You also might want to jot down the name of each country as you leave. If you travel to the wrong country, one of the airport destinations will be back to your last location. But you have to remember where that was.



Enter your crime notes as soon as you have three clues. Usually you will be issued a warrant right away. If you don't get a warrant, you will at least narrow the possible suspects down to two or three people.



If you're hooked on Agatha Christie novels and travelogues, then you'll enjoy searching the landmarks of Europe for Carmen Sandiego, the elusive villainess also featured in *Where in the U.S.A. Is Carmen Sandiego?* and *Where in the World Is Carmen Sandiego?*.

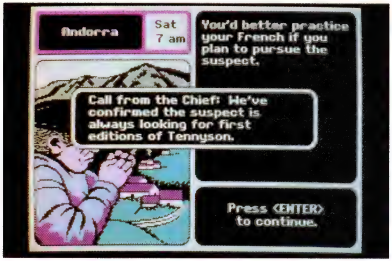
Carmen and her gang of 15 clever art thieves are stealing everything in Europe that isn't nailed down. As a novice investigator trying to build a reputation, you'll be on the go day and night, traveling through Europe to track down the robbers, gather enough information on them to have a warrant issued, and have them locked up.

Your boss will get you started on each case by telling you what has been stolen and from which country. But you have to investigate the scene of the crime and question witnesses and tipsters for clues on the thief's present whereabouts. The chief will help you form a personality profile and description. Then you can go to the crime lab and have a warrant issued. Your map-reading and problem-solving clues will be tested, as well as your knowledge of geography.

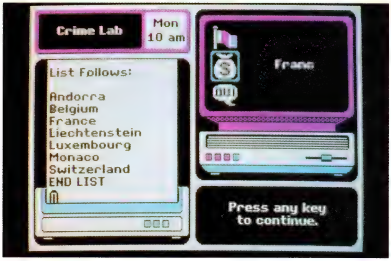
With 34 countries to explore, if you make a false move you can kiss that promotion goodbye. But if you plan each move carefully and consult the Rand McNally *Concise Atlas of Europe* (included with the game) to figure out clues, you can restore Europe's art treasures and launch a successful detective career for yourself as well.

Broderbund

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; CGA or Hercules graphics; joystick optional.


Andorra
Sat
7 am
You'd better practice your French if you plan to pursue the suspect.
Call from the Chief: He've confirmed the suspect is always looking for first editions of Tennyson.
Press <ENTER> to continue.

Early in the game, you should investigate by all three methods. Your boss will break in with the vital clues that identify your villain. Go too fast and you might catch up with the crook before you can get a warrant.



Go to the data bank if a clue gives you another clue about flag colors, monetary units, or languages. But remember that the more common colors or currencies are not going to narrow your choices considerably.

As long as you have a warrant and complete the case by your deadline, your crook will be found guilty. But if the police arrest the villain before you get a warrant, he or she will be set free.

HINT

You'll end up arresting each of the assorted thieves several times before you can find Carmen. And as the game goes on, you'll have to travel to more countries within your week's deadline to make an arrest. However, the game doesn't have to end once Carmen has been placed behind bars. You can still earn promotions by tracking down the other crooks until finally you retire with honors.

WORLD CLASS LEADERBOARD

EGA screens shown

The power/snap bar moves very quickly. Timing is more difficult here than in any other golf game. If your balls don't go very far, perhaps you're not releasing the button at the right time.

Don't expect much on your first attempt at the Doral Country Club. It's called the Blue Monster because it has almost as much water acreage as grass (not to mention its fair share of bunkers). The record for the course is a 64.

When you're playing on the professional level instead of amateur or kids, the power indicator forces you to estimate the strength of your shot.

With its excellent graphics, *World Class Leaderboard* is one of the best looking of all the golf simulations. It's sheer fun to play, but it includes a "professional level" that is just as exasperating and unforgiving as real golf.

The game boasts three play levels in all: professional, amateur, and kids. For players with children, the last level is a superb addition, since it allows children to compete with older members of the family. On this level, the ball is unaffected by wind, and it doesn't hook or slice. On the professional level, wind, hook, and slice play major roles, and the putting game is considerably more demanding than it is even on the amateur level.

Four courses are included on the program disk. Champions Cypress Creek (Texas) is large, with the fairways lined by cypress trees. Florida's Doral Country Club has an enormous number of water traps. Scotland's famous St. Andrews should be the beginning course for any player, while the Gauntlet Country Club, with its narrow fairways and trap-surrounded greens, is the golf-course designers' idea of cruel and unusual punishment.

You can practice your putting or your driving before playing a course. Top views of all holes are available on request. And if you tire of the above courses, the Course Editor lets you put together your own course, selecting from 72 possible holes.

Access Software

Hardware Requirements: IBM, Tandy, and compatibles; 256K minimum memory; EGA, Tandy, VGA, MCGA, CGA, or Hercules graphics; joystick and printer optional.

Learn to read the wind and the slope indicators. They're explained in the manual, and they're essential to success. For example, sometimes hooking or slicing is the only way to combat windy weather.

Get into the habit of beginning each hole by choosing your club. It's easy to forget. And double check that the club you want to use is the one displayed on the screen. Sometimes when you choose direction, the club will change.

There are more than more 50 bunkers on the Gauntlet course, so learn to get out of them quickly. Use an iron or pitching wedge and hit the ball within two bars of center on the indicator.

HINT

The game defaults to Cypress Creek, but press Shift-Return to select St. Andrews. Here you won't get caught behind trees, and the greens are enormous. Watch out for water traps, though, because they are placed precisely where you don't want them. After St. Andrews, go back to Cypress Creek, where the tree-lined fairways will challenge your timing.

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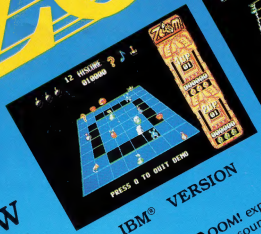

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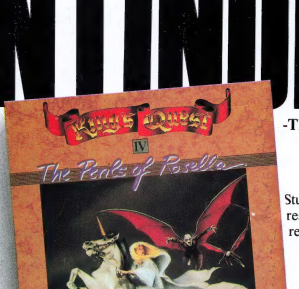

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